

SUPER NES • GENESIS • SEGA CD • PC ENGINE • JAGUAR • 3DO • GAME GEAR

GAME FAN

THE ULTIMATE VIDEO GAME MAGAZINE

VOLUME 2 • NUMBER 2

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DIEHARD

GAME FAN

NEXT GENERATION VIDEO GAME MAGAZINE

TABLE OF CONTENTS



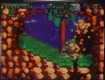
PAGE 29



PAGE 34



PAGE 58



PAGE 65

Editorial Zone 4
Mocus Pocus 18-12
Most Wanted 16
Viewpoint 18-19
The Adventures
of Monitaur 22-24
DHNN-Sunsoft 26
Sega Sector 29-56
Sega at the Show 58-61
Planet SNES 65-74
SNES at the Show 75-80
Game Fan Sports 89-101
Jaguar's Domain 102-103
Jaguar at the Show 104
3DO Zone 106-111
3DO at the Show 112
Hands On 114
Quarter Crunchers 115-117
PC Engine Section 118-119
Meet Marty 120-121
Japan Now 122
Europa 123
Other Stuff 124-125
Postmeister 126-127



AN ARTICLE:
Terry,
Wolfinger



PAGE 90



PAGE 102



PAGE 108



PAGE 115



JAM IT HOME MARCH 4TH!

Zoom O

SONIC
THE
HEDGEHOG™



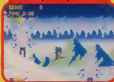
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through the IceCap Zone—and check for chilled-out passageways and arctic power-ups!



Warp Your Way

through the Special Stage to collect the Chaos Emeralds!



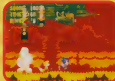
Take-off with Tails

in the Marble Garden Zone—and vanquish spikey-wielding enemies with a point to prevail!



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Hints & Tips

DIRECTIONS ON HOW TO COMPLETE ARTIZIC:

Turn right and then make a sharp right so you are flying down the canyon with yellow pillars in it. Pass the red teleporter and take the blue teleporter. Grab all the pods and use mines to take out the guards. Take the blue teleporter back out- it's near the water. Take the red teleporter but be careful of buildings on the other end. Make a left to get to the exit.

DIRECTIONS ON HOW TO COMPLETE GRUNGE:

Head straight towards the Vortex towers by following the white triangular arrow on your scanner. Shoot the Vortexers but watch for pods brought by pod carriers. Fly along the row of five Vortexers and grab any pods you see. Pods also accumulate just to the left or right of the two end Vortexers, so check there too. One incinerator hit from a distance will knock down a Vortexer, otherwise use single shot to save ammo. Hang out and get as many pods as possible, and shoot Vortexers and pod carriers for extra points.

DIRECTIONS ON HOW TO COMPLETE LET'S BAHAV:

Kill enemies from a distance and watch for Thunderquakers. There are power rings at the end of most of the waterways. There are two pods that are out in the open. You may need to collect one of the loose pods from within the craters. Watch for a dark, low area with four yellow pillars- the red teleporter in this area will take you inside the first of these craters. Shoot the pod prison there and go through the green teleporter. Check for loose pods. If there aren't any, go back and go through the blue teleporter but be ready to use a Thunderquaker. If there are no loose pods in any of the craters, go back out and follow the yellow arrow on your scanner. The yellow arrow will no longer appear when all the loose pods are collected. Check along the base of the mountains and along the shorelines for gray pod prisons. One pod prison is actually halfway up the side of a mountain. Be sure not to miss any, you'll need every pod to finish the level. The exit is in one of the craters. Use the red and green teleporters to get there.

DIRECTIONS ON HOW TO COMPLETE GIRDLE:

Turn right and grab the first pod. Turn right again and go over two of the low ridges. When you see the thin brown building, make a right. Fly fast to avoid the craters, and watch for a low ridge on the right. Go over the ridge, turn right, and grab the pod at the end of the canyon. Turn around and go left, back over the low ridge and the low ridge after that. Turn left, and go through the red teleporter. Go through the blue teleporter and be ready for lots of enemies. Two pods in prisons and one in the open are in this area. Grab them and go back through the blue teleporter. Take the green teleporter and use the power ring if you need it, and find the three pods in this area. Ignore the force field. Go back through the green teleporter. Now take the yellow teleporter. There are two pods in front and one behind. Return to the red teleporter, go through, and go right. Watch for the low ridge and turn right. Turn right at the brown building. At the end of the canyon, grab the last pod and turn right. The exit is at the end of this area.



This couldn't wait 'til the 21st century.



The "X" generation of Mega Man adventures is here.
For the first time on the Super NES.

As his last great creation, Dr. Light developed "X"—the first thinking, decision-making robot. Years later, Dr. Cain modifies his design to make thousands of supposedly "harmless" Reploids. That is until Sigma, the most intelligent Reploid of all, decides to lead the others in eliminating all humans from the planet. Now "X" must hunt down Sigma using his all-new arsenal, including the X-Buster and the awesome Emergency Acceleration System. It's the Mega battle of the next century, found only on the Super NES.



"X" uses his X-Buster to save Zero, the leader of the Maverick Hunters from the evil Vile.



When the robotic amoeba glues "X" to the ground, either he shoots or he's stuck.



"X" destroys an enemy submarine fuel tank and things get extremely explosive.

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CAPCOM

HOW TO COMPLETE

PODS WITH THE CONTROLLER TO GO INTO A POD AND TO GET OUT OF IT

DIRECTIONS ON HOW TO COMPLETE BOTTLE

Fly high over all the pods to set off all the spikes. Grab any pods that are not protected by spikes. Watch your scanner for pod carriers. Wait for them to grab a pod from out of the spikes, then shoot the pod carrier and recover the pod safely. Shoot the Vortexer nearby while waiting for pod carriers. When no more pod carriers come, you can extract the pods yourself. Line up with the pod while in cockpit view, with the pod in front of you. Switch to side view by pressing nine on the controller, and make sure you are higher than the spikes. Fly forward slowly until directly over the pod, then drop straight down slowly to grab the pod. Go straight up to get out of the spikes, and return to cockpit view by pressing six on the controller. If you still don't have enough pods, follow the yellow arrow on the scanner to get to the rest. The exit is close to the Vortexer.

DIRECTIONS ON HOW TO COMPLETE OLYMPIA

Turn to the left and follow the yellow arrow on your scanner to find the first pod. Use Mines at close range or Incinerators at long range to eliminate the guards, then grab the pod. Fly on and along the gray canyon wall and watch for two pod prisons. These are heavily guarded by enemies, so use Incinerators and speed to rescue the pod. Follow the yellow arrow on your scanner to find more open pods, but be careful of enemies. Shoot them at long range with Incinerators or use Mines to kill them while picking up the pods. Keep going along the gray canyon wall to find a power ring and the red teleporter. By flying directly away from the gray canyon wall with the power ring, you should find another brown canyon wall with a bonus ring hidden in it. Use the red teleporter and fly along the gray canyon wall. Watch for turquoise pod prisons. Use bombs at long range to break these open since they are well guarded. The exit is just past the three gun turrets near the lake.

DIRECTIONS ON HOW TO COMPLETE THE MOUNTAINS

Fly straight along the river and watch for a power ring. Just past it is an opening in the mountains to the right. Go through it and go to the left. Fly fast or use Mines to avoid the Bioblobs. Pass the bunker, grab the pod in the open, and go back and shoot the bunker. Go through the teleporter and be prepared for enemies. Follow the mountain walls that have the force fields and watch for enemy radar. Shoot it, and collect all the pods. Be careful of the turrets. The exit is near the red teleporter. Stick around and shoot frozen enemies for powerups before leaving.

DIRECTIONS ON HOW TO COMPLETE THE CRABS

Fly along the low areas and keep moving to avoid the crabs. Grab the first three pods. Grab the four pods in the big lake and take the narrow branch so you don't backtrack. Grab the next pod and when you get to the big canyon, turn right. Avoid the pirates and pick up the pod. Take your next right and grab the pod. When you see the three crabs, stop and shoot them from a distance, then move in and destroy the Power Station. Now turn left and follow the right passage, grabbing the pod as you head back towards the big canyon. Cross the big canyon and follow the narrow passage on the other side. Move fast and watch for the last pod. The passage winds around but stick with it and eventually it will lead you to the exit. If the worms catch up with you, use Mines.

DIRECTIONS ON HOW TO COMPLETE THE ENDOGESS WORLD

Make sure you have lots of Mines when you get here. Stay high and try to find open areas. Watch your scanner, and search around for the big worm. When it charges, drop Mines while backing up to destroy the head. Follow the worm while it is reforming a red head, and get ready to Mine it when the new head forms and it charges again. Keep going until all the segments are destroyed. There are also two of the regular worms that must be killed—using Mines for these. Watch for the exit when all three worms have been killed.

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INTERACTIVE MULTIMEDIA SYSTEM

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bit to buy one.

What we're really saying is Jaguar's 64 bits eats the
competition alive. Sink your teeth into it and you'll
see what we mean. **Get Bit by Jaguar.™**





Here's your chance to let all the game companies know what you're playing and what you would like to see in the future, so drop us a postcard. If your name is picked from our monthly drawing, you will be the lucky recipient of one of the fabulous prizes listed below. So, what are you waiting for? Start writing!

TOP TEN

- 1 Gunstar Heroes (GEN)
- 2 Mortal Kombat (GEN)
- 3 Lunar (SEGA CD)
- 4 Aladdin (GEN)
- 5 Sonic CD (SEGA CD)
- 6 Secret of Mana (SNES)
- 7 SF 2' SCE (GEN)
- 8 Tournament Fighters (SNES)
- 9 Stimpy's Invention (GEN)
- 10 ClayFighter (SNES)

MOST WANTED

- 1 Virtua Racing (GEN)
- 2 Super SF 2' (GEN or SNES)
- 3 Mortal Kombat 2 (GEN or SNES)
- 4 Samurai Shodown (SEGA CD)
- 5 NBA Jam
- 6 Castlevania Bloodlines (GEN)
- 7 Mega Man X (SNES)
- 8 Super Metroid (SNES)
- 9 Phantasy Star IV (GEN)
- 10 Alien vs. Predator (JAG)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

Third Prize: A FREE year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Don Golenia of Park Ridge, IL • **Second Prize:** Nathan Smith of Wichita, KS

Third Prize: Scott Hankins of LaFayette, IN

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

BART SIMPSON™ UNPLUGGED

ON GAME BOY® AND GAME GEAR™



BART VS. THE WORLD



BART AND THE BEASTALK



BARTMAN MEETS RADIOACTIVE MAN



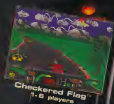
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with Game Boy

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LYNX



Warbirds
1-4 players



ATARI

LYNX KICKS

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Lynx has a 3.5" screen.

BUT

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

BUT

Game Boy has two.

Lynx has a 16 bit graphics engine.

BUT

Game Gear has an 8.

Lynx has molded rubber hand grips.

BUT

Game Boy has plastic.

Lynx allows up to eight players.

BUT

Game Boy allows up to four.

Lynx has right or left hand play.

BUT

Game Boy and Game Gear do not.



THEIR BUTS.

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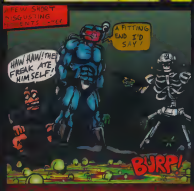


OH MY GOD!

IT'S AN ABOMINATION! ONLY ONE CONTROLLER AND ONE EXTRA BIT?! YOU'RE MAD!!!







DOWN BEHIND ENEMY LINES...

NAME: JOHN E. WARREN

RANK: SERGEANT

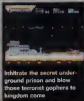
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Sergeant Warren was shot down by guerrilla forces last night while patrolling over enemy lines. He's wounded, sleepless and desperate for help.

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Pirates of Dark Water (SNES)



Pirates of Dark Water (GEN)



Taz-Mania



The Reign of Superman



Rabbit Rampage



Aero the Acrobat



Speedy Gonzalez



Bubble A Squeak



Recently, E. Sherm and the Enquirer jetted down to Sunsoft to see what's up with the kings of the Wii cartoon games, as well as many other quality original efforts, such as the highly acclaimed Aero the Acrobat. These of you who began playing games at the inception of the 16-bit era no doubt had your first Sunsoft experience with the first 16-bit Batman. The game that every Genesis owner had to have and would do anything to get. Prior to that however, Sunsoft had amazing success with some of the best 8-bit NES games ever created. Games such as Blaster Master, Batman and Fester's Quest set new standards in 8 bit gaming. Now years later, Sunsoft is once again setting new standards, bringing Warner Bros. cartoons to life and developing original efforts they hope will knock your socks off, in the years to come. The man behind the R&D at Sunsoft, David Siller, has been playing video games for twenty years and designing them for the past 10. He knows what we want and has assembled a winning team that can deliver on his vision. Unlike many other companies, the marketing, advertising, and upper management are all on the same wavelength. The entire company is committed to delivering quality games for the SNES, Genesis, Sega CD, Gameboy, arcades and many of the new platforms on

the horizon. In fact, while visiting the recent CES in Las Vegas, I was able to spend a little time with Rita Zimmerer, the Executive Vice president, and I was amazed at how in tune with the industry she is. Executives at this level are usually focused on the bottom line...not quality software. If more company execs had this attitude we might see a lot less, dime a dozen, 'big license' titles and a lot more original efforts like Aero (who is going to blow you away in the months to come, but that's another story). Besides the games you see on this page, David Siller told me some of what is planned for the near future, and just between you and me...Sunsoft is getting ready to set new standards once again! Did I hear that Tazmania 2 would fasten a zoomatic viewpoint? I think I heard about a fighting game that would give MK a run for its money and one called 'Justice League' that features DC comic characters. Did I see a little piece of Aero 2 that made my eyes bug out? ...Ya, I did, and I left Sunsoft with a big smile on my face. I could tell you more...a lot more, but I'm sworn to secrecy. As seen as the time comes, you'll be the first to know. In the months to come, excellent new titles like Pirates of the Dark Water, Speedy Gonzales and Superman will keep us busy, and beyond that, well...stick around,



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guide your pinball to destroy never-ending waves of creatures. Survive lethal bonus rounds and score points beyond belief.

But in the end, will you defeat Darzel... or will the mighty Dragon have his revenge?



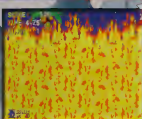
Can you survive eight deadly bonus rounds such as these?



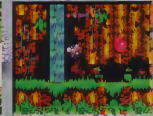
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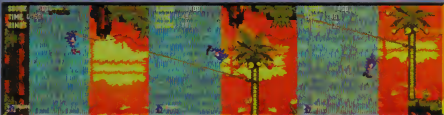
Dragon's Revenge
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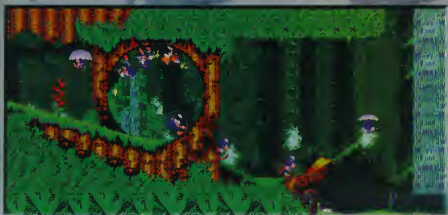
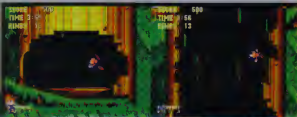


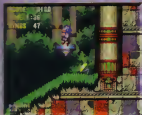
Welcome to GameFan's first installment of Sonic 3. This is by far the biggest Sonic yet and there have been some major changes, so let's get right to it shall we? First of all, this game is BIG! The levels are loooong and deee. It seems like you can go up and down each one forever. We're not talkin' the usual jet through in under a minute...no way, set aside some quality time with your Genesis, you're gonna be here for awhile! The second big difference is Sonic himself who not only animates more than ever, but finally has some moves. Without a power-up Sonic can now flash kick in the air. With the fire power-up he can turn into a shooting ball of flame, with the water power-up he can breath





underwater and bounce in a bubble, and with the lightning power-up he can magnetize rings and shoot lightning. All of these new power-ups must be mastered and kept (you lose it when you get hit) to successfully negotiate certain parts of the game easily. The third new feature is the save game option. Sonic 3 has a battery, so you can save up to five games and delete and start new ones at any time. The fourth new feature is Knuckles, Sonic's newest foe. The game starts just as 2 finished with Super Sonic jamming beside Tails flying in the Bi-Plane. Sonic runs into Knuckles and drops all the Emeralds. Knuckles scoops them up and takes off. You'll be seeing a lot of Knuckles. The fifth new feature is the all new two player mode. Remember the squashed verlon in part 2? Well say sayonara. In Sonic 3 instead of aquishing they just made everything smaller so it looks just as good as the rest of the game. Now it's real competition complete with a timed starter. Is there more new about Sonic 3? You bet. Sonic now spin dashes on rotating discs to lift terrain, gets way rad on a snowboard, swings on countless swings, rotates vertically and horizontally on conveyor belts and huge spinning cylinders and even uses Tails to reach new places. Then there are the all new bonus rounds which are the best ever. Last, but not least, I must mention the soundtrack...it's one of Sega's best cartridge efforts! Sega has breathed new life into the next generation of Sonic games with this

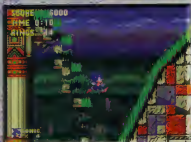




sequel showing incredible commitment to their now mega famous mascot. You can bet that the tradition will continue right to the Saturn. But for now, is Sonic 3 all new and a must play?...Oh ya., big time. See yall next month with the rest of the game and a full review. -E. Storm.







Can't buy a bucket!

Grabs the rebound!

He's Heating Up!

Is it the shoes?

Jams it In!

Head take

For two!

Oh My!



BOOM-SHOCKA-LOCKA! Will the best version of NBA Jam please stand up? You got it, it's the Sega version...what a game! Grab some friends and some munchies and park your car-cass, you're gonna have some serious fun. The Genesis version of the Jam is as close to the arcade as you could hope for with better controls, great, clear graphics and all the cool voice samples from the coin-op. If this game would have come out in '83, I would have voted it best 2 player and best sports game hands down. My advice (though un-sports like) is to pick Portland and Porter as your lead guy. This big headed, it's alive baby, lookin' guy is a wily speed demon who likes the fire (if you know



JAM.

The nail in the coffin!

Boom Shaka Laka!!

Puts up a brick!

He's On Fire!

It's a Turnover

Rejected

Swish!

Hello!



what I mean). More so than the SNES version, you will find your character doing out of the screen aerials and breaking glass as you attempt to pummel either the computer or your friend(s), the Sega game has a battery and saves every game if you so desire, so play wild and go for the play-offs. By the time you read this Jam 2 will probably be at the arcades so you can bet Accolade will have a burnin' sequel in the works. Could it be a Saturn title? Will Jam 1 come out on the Jag or 3DO? The lguanas aren't talkin but we'll keep you posted. Until then enjoy NBA Jam for the Genesis. This is what Basketball is all about...IS IT THE SHOES!!? - E. Storm



Castlevania

BLOODLINES



The tradition continues as Konami is set to release another epic

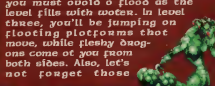
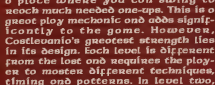
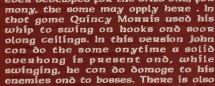
version of everyone's favorite game, Castlevania. Not since Gunstar Heroes have I been so engaged in a Genesis title. This is partly due to the amazing soundtrack and sound effects but even more so to the incredible play mechanics and the awesome multi jointed bosses. This is, simply put, a great action platform experience. In this, the first Sega version, a second character to control has been added for the first time, giving the game added depth and replayability. Eric Lecarde uses the Alcarde Spear as his weapon. With it he can charge and vault to high places or swing along ceilings (as John Morris does with his whip). If Eric does have a weak point it's that his spear is a bit cumbersome and slow on the draw. He is also graphically not what you're used to seeing in a Castlevania adventure. I label him effective yet expendable. I prefer the Castlevania norm, a long





hained adventurer who is a direct descendant of the Belmont family. In this case, John Morris answers the call and sets out to stop Elizabeth Bartley from resurrecting Count Dracula.

To this day, in my opinion, Castlevania remains the best game ever developed for the SNES and, for many, the same may apply here. In that game Quincy Morris used his whip to swing on hooks and soar along ceilings. In this version John can do the same anytime a solid overhang is present and, while swinging, he can do damage to his enemies and to bosses. There is also a place where you can swing to reach much needed one-ups. This is a great play mechanic and adds significantly to the game. However, Castlevania's greatest strength lies in its design. Each level is different from the last and requires the player to master different techniques, timing and patterns. In level two, you must avoid a flood as the level fills with water. In level three, you'll be jumping on floating platforms that move, while fleshy dragons come at you from both sides. Also, let's not forget those





trademark Castlevania flying heads, they require perfect timing with the whip. The bosses in Bloodlines are nothing short of amazing, especially the Dragon atop the rotating tower. When you kill it, it lets out an evil scream that will send shivers down your spine. This leads me to the sound effects. The music and sound effects in Bloodlines are the best I have ever heard on the Genesis. From blood curdling screams to haunting pipe organs, it's pure Castlevania, and it's awesome. As usual with Castlevania, you get a long and very challenging game

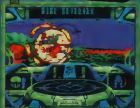




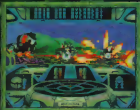
that you never want to put down, along with a password feature so you can go back and experience your favorite levels anytime or, just take your time and enjoy the graphics. Either way, you'll keep on playing Castlevania Bloodlines long after you beat it. Games like this keep my mind off far away things like the Saturn and PS-X. I play games to get lost and have fun and that is what Castlevania delivers. As long as Kanomí keeps making them, I'll keep playing them. Right now I am praying for another Castlevania adventure on my Genesis, only then will I be able to close the book on 16 bit and take that next step. -E. Storm



Battle Corps



So, you liked AH-3 Thunderstrike huh? Well, apparently so did SOA, it won product of the year at Sega's annual awards ceremony! Now Core is using that same engine in their newest tactical shooter, Battlecorps. Battlecorps puts you behind the controls of three BAM's (Bipedal Attack Machines). These are the two legged, twin-cannoned war machines that you will use to stomp through 4 texture mapped mining moons in the name of the Interplanetary Mining Corporation. Your enemies are the Insectar strike crafts from Biomechanical Incorporated. Battlecorps makes full use of the 32CD hardware with sprite scaling and rotation as did AH3, but this time your thumping along in a huge cyber suit giving you an entirely different feeling. The control in BC is awesome, with shooting direction independent of movement direction, therefore, you can be moving forward or backward while shooting in any direction. This gives the game a very realistic feel, a first for the cyber suit set. There are nine 3D bosses in BC, each with different characteristics... and they don't stand still, so you better know the controls when you meet one. Even though the version I played was early, I got the feeling that this title might actually be better than AH3 (a feat not easily achieved) with its heavy metal soundtrack and overall Sci-Fi feel. It may have an even wider appeal. Core is a great developer, they are among the best in the industry. Time and time again they have blown us away and now after 94's line-up they will approach the Saturn...life is good. We'll have more on Battlecorps very soon. - E Storm





REVENGE OF THE NINJA

Revenge of The Ninja is Wolfteam's latest full motion cartoon offering for the Mega CD. Like Cobra Command, Time Gal and Road Avenger, Revenge of the Ninja requires that you follow on screen direction, in the form of directional arrow and button icons, to guide your character through 18 stages of animation in an unfolding struggle against the forces of evil. Of the games mentioned above, Revenge of The Ninja probably has the most in common with Time Gal. The animation is very similar and the game's plot and action follow the same flow and logic used in that title. The key to playability in this type of game is directly related to the number of moves in sequence that the computer requires you to execute. Road Avenger did this very well and Revenge of The Ninja also looks to have that sense of actually controlling your character. Although no plans have been announced as of this time, look for an American release sometime toward the middle of '94. - Talko

THE TERMINATOR



This isn't the first time you've seen Virgin's Terminator CD in the pages of GameFan, but this time there is one big difference...it's actually out! Recent changes within Virgin caused some serious delays on this one but it is finally here, and action gamers will not want to miss this excellent game based on the first Terminator movie. Things get under way with the movie's story and logo along with a healthy options screen allowing difficulty selection, trigger selection, and music and sound effects toggling. Before each round the player is greeted with full motion video that condenses each level ahead. The FMV isn't the greatest, but it is effective in getting you in the mood of the movie (don't go out and terminate anyone though). When you start playing TCD against the fiery slabs of the violent future, you will notice two things; the great animation on Kyle Reese and all of the enemies and, the awesome soundtrack provided by Tony Tallarico, Virgin's musical wizard. Get used to both of these features as they will be with you through twelve levels of intense shooting and exploring. The levels in TCD are long and feature vertical and horizontal scrolling, platform jumping and some of the most detailed backgrounds in recent memory.



The control is perfect throughout and each level offers new challenges and unique design. You won't get dizzy from level to level either, each is different than the last. Since there are no continues (which is fitting in this game) along the way, make sure you explore every level completely. There are one-ups and weapon upgrades spread through-





out the entire game and missing those could have you tumbling around levels eight or nine. A good scenario is to go into level ten with eleven men and lots of bombs. Terminator CD is a great action game and makes good use of the CD with its extra animation, FMV, and great soundtrack. It follows the movie perfectly and has enough appeal to keep you coming back, time and time again. The Sega CD has had one helluva Happy New Year, as new games seem to be popping up like Howard Stern at a book signing. However, more good action titles like TCD are still greatly needed if the Sega CD wants to hang with the new competition in '94. — Mr. Goo



MICROSC

After gracing both PC and Marty screens, Pygnosis's *Microcosm* has made its way onto the Sega CD. If you've seen the movie "Inner Space" in which Dennis Quaid gets injected into the body of Martin Short (I must say, I must say), then you pretty much know what to expect from *Microcosm*. This game consists of flying a miniature pod through the human body, watch out for that butt crack!! The route through the lungs, arteries and other gooey insides is all full motion video incorporated with drawn sprites: blood cells and the like. Your ship (until you change into the body suit) resembles a Tutenol time capsule and can move up, down, right and left, (literally, there are no reversed controls offered) dodging and shooting. At certain times during the game the computer takes over and offers you several panoramic views of you and your craft. These are the best moments in *Microcosm*, offering nice looking computer graphics. However, if you have seen these scenes (or the whole game for that matter) in thousands of colors, then you may be less than impressed with the grainy, colorless Sega CD scenes. This leads me to my point (damn, he's got a point), maybe instead of taking their beautiful rendered PC games and stripping them of color to fit on the Sega CD, Pygnosis should design Sega CD games which use the best of its own capabilities. It seems kind of cheap developing a game for PC and then throwing the Sega CD a bone by easily porting it over. *Microcosm* is basically an OK full motion game, which relies on its incredible rendered intro and between level sequences to make it worthwhile on PC. But, on the

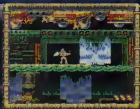




Sega CD, with 64 colors it is merely another grainy watered down version of a better game. I don't think we bought Sega CDs so that the PC makers would throw us a bone once in awhile, by gracing us with one of their computer games.

The latest CD creation from Pygnosis is Scavenger 4, which we showed you last month. This awesome Marty game perhaps the most impressive shooter ever, using FMV and computer graphics together or like never before. However, if this title comes to the Sega CD (and I think it will) it will be just another grainy FMV experience, the Sega CD just cannot handle Pygnosis's PC games. On the flip side, if you have never seen Microcosm on another format then you will probably be somewhat impressed with the visuals, but probably not enough to make you really like the game. This is basically shooting in its most primitive form. By playing titles like this, I have learned that the Sega CD is not a full motion game machine. These titles rely on color to make them worthwhile and 64 just doesn't cut it. The programmers at Pygnosis are some of the best and, if they ever do make a dedicated Sega CD title I'm sure it will be amazing. I've seen their current stuff on PC already, so seeing it re-created on the Sega CD will make me cry. The face of gaming is changing, choose your format and go all the way, or stay out of the way. We don't have the time or money for anything less. -E Storm





MEGA TURRICAN

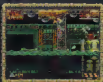
It has been eons since the evil machine terrorized the galaxy.

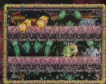
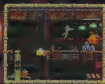
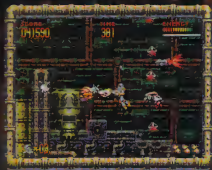
Now, generations have passed and the dark forces have assembled again.

The evil machine is destroying planets and enslaving hundreds of people. A distant cry from a beautiful girl in despair is heard by Brett Mc Guire, the leader of the USS

Freedom Force and so, once again, he will down the Turrican Assault Suit and sets out for his final revenge. The next generation of Turrican games continues with Data East's Mega Turrican for the Genesis. SNES owners have already experienced one awesome version of Super Turrican and are awaiting a second, now Sega users will get their first taste of this recently reborn character.

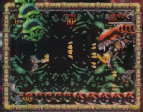
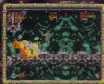
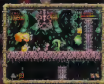
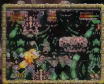
After you finish watching the great intro and setting your options, get ready for a





great action platform game, complete with voice samples (when you grab power ups) and some of the best music you have ever heard on Genesis cartridge. MT is filled with enough vertical and horizontal platform elements to keep even the most die hard action enthusiasts smiling. Turrican

can roll, swim, grapple and of course blast away at the enemy using a vast array of firing weapons. A wealth of multi-layered scrolling, huge bosses and special effects are used throughout making this one of 94's early Genesis hits. Next month we'll review Mega Turrican and go more in depth in to this awesome new action title from Data East. See you then. - Takohara

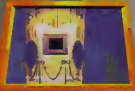
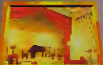
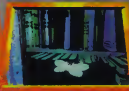




Grandma told you not to go by the elm tree, especially during a full moon...there are ghosts there. She says that if you stare at a butterfly long enough while near it you could be turned into one. So what do you do? You chase a butterfly and, let it lead you right into a haunted house... on the night of a full moon! Now I must find you before the hunter does, because if he finds you, you will be trapped in the body of an insect, like the rest of the inhabitants here, forever." In Vic-Tokai's 'Mansion of Hidden Souls' you must search this creepy (but nicely computer rendered) haunted house, talk, picking up clues and solving riddle sister. The game moves extremely

quickly draw you in with its mysterious music and excellent story line. This is not a Full Motion game! These are rendered computer graphics and you control it. During the game you'll climb stairs, find keys and other clues, search rooms, and talk to ghosts. You may think the story is light but the game itself has a very eerie feeling to it. I wouldn't call this GA but I wouldn't call it MA13 either. I believe that this is a game that just about any adventurous game player will enjoy thoroughly.

Takahara





PHANTASY STAR

The End of the Millennium

The best news in a long time for Mega Drive users in Japan is the worst news for Genesis users, as no US version of Phantasy Star has yet been announced. I hope to see it at the upcoming CES but I have my doubts. Sega seems to have little to no interest in the RPG field, especially when it comes to Phantasy Star, one of the games that helped put them on the map. PS3 wasn't the hit they expected, (it wasn't very good) but that is no reason to abandon one of the most popular RPGs of all time. This all new version is nothing short of Role Playing bliss, similar to, but better than PS2. The new fight scenes, which feature a macro setting for ease and speed, are awesome with detailed animated enemies, spectacular new music and new, better than ever, magic spells. It's 24 mag big and it shows in every facet of the game. From the detail and color in the overheads and towns, to the music and cinemas during key confrontations, this is the best Phantasy Star that I have ever played. The following is a quick overview for those of you who have obtained the import. We will follow up with much more next month. Let's hope a Genesis version makes its way stateside so everyone can play this early contender for best RPG of '94. E. Storm





BUBBA n STIX

Core, the great company that has not only saved the Sega CD but graced us with some of the best cartridge games as well, has made its way to America as the newest publisher for the Genesis and Sega CD. Core's first offering for the Genesis is an unlikely one, but one that should have puzzle gamers dancing in the streets. *Bubba n' Stix* features some of the most mind bending puzzle/action ever, along with first class graphics and control and, excellent music. Bubba is the goofy lookin' pencil neck in the overalls and Stix is, well, a stick. Bubba must use Stix in many different ways to successfully negotiate the huge mazes throughout the game. *Bubba n' Stix* is by no means strictly a puzzle though, as countless enemies and obstacles will also be encountered. The one thing I will warn you about in our preview is the difficulty. This is a hard game, not in the action, but in the puzzles. If you think you're good at solving riddles than this game is for you. It is definitely the best in its class. The excellent artwork, animation and music will keep you going as you face countless mind benders like never before. We'll put our best puzzle guy on the job and bring you a full review next month. Someone pass the Alka-Seltzer... -Mr. Goo

ROBOCOP 3

FIRST TIME ON
GENESIS™ &
GAME GEAR™!



MOTOR CITY
SHOWDOWN!



TEAM-UP WITH
ROBOCOP'S OLD
ADVERSARY—
THE BUILT ED-209.



BLAST OCP'S
EVILING DRONDS.

HALF-MAN, HALF-MACHINE... ALL ACTION!

Armed with laser gun, flame-blower and missile launcher multi-weapon attachments, you must destroy giant ED-209's and OCP's latest techno-warrior...OTOMOI!

Relive all the action of the blockbuster film, as you face a battalion of enemies!

GENESIS


GAME GEAR

PLAYING EDGE



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SYLVESTER & TWETTY

IN
CAGEY CAPERS


Sufferin' Succotseh, it's breakfast for Sylvester once again. This time it's not on TV, but on the Sega Genesis, and it's up to you to try and fill Sylvester's belly. TekMagik's Sylvester and Tweety is on the way and it looks like it's gonna be a winner. Although the version shown here is early, I can tell you that the animation, voice and music rivals the cartoon itself, and the layout and design of the game has fun written all over it. The goal in each level is simple...eat Tweety, but catching him is another story. Sylvester must stack furniture, jump, climb and out-wit his snailmate to successfully reach his prospective meal. Useful tools like dog bones, a pogo-stick and an umbrella are scattered throughout the game and must be mastered for each situation. Another cool option is the binoculars which allow Sylvester to find and view Tweety whenever he wants, as he exclaims "shhh breakfast" in perfect digitized apsech. Sylvester and Tweety looks like one of the first great Genesis titles of '94 and is one that Werner Bros. cartoon fans will especially appreciate. We'll bring you more in our review next month.

-Takahara

ALIENS HAVE COME TO TEXAS TO ENJOY BARBECUED RIBS.
YOURS.



YOU'VE LANDED AND YOUR JOB IS TO STOP THEM

IN THEIR SIX-TOED TRACKS (IN TEXAS PARLANCE, THAT'S

KICK SOME ALIEN BUTT? IF WON'T BE EASY, YOU'LL

HAVE TO BLAST THEM WITH THEIR OWN ARTILLERY

BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD

TO GO A LITTLE SHOOTING OF OUR OWN



FOR THE FIRST TIME EVER.

AN ENTIRE MOVIE WAS SHOT FOR THE SOLE PURPOSE OF



MAKING THE ULTIMATE INTERACTIVE GAME. THEN WE OFFERED

THE WHOLE THING \Rightarrow E  RESULT IS A GAME



THE ACTION EVERY TIME YOU PLAY GROUND ZERO.

TEXAS IS SO REALISTIC THAT IT WILL PROBABLY

REVOLUTIONIZE THE WAY GAMES ARE MADE

IN THE FUTURE IF THERE IS A FUTURE

THAT'S UP TO YOU, PARTNER



COMMENCE 5 LEVELS OF
ENVIRONMENTAL-BUILDING
IT'S ALL LIVE ACTION WITH LIVE
ACTORS. AT LEAST THEY'RE SUPPOSE
TO.



(Аллах, и'н хойи м дарты)





It seems like street Basketball is all the rage since 'White Men Can't Jump' hit big (ching, ching) at the box office. At the same time Rap has become a big thing and spray painting on public property has also become a popular after school activity. Welcome to the nineties. We didn't get that tasty futuristic representation we saw in flicks like Bladerunner or Total Recall, instead, we have a semi demolished version of the city of the eighties and this game reflects that image. Jammit features digitized baddies in one on one urban city Basketball complete with a bagging session (great voice samples) and a big 'ol ghetto bleater. The game is still early so we can't go in to much more detail but Jammit looks very promising. Going in for a dunk within the key results in a nice looking controllable close up, there are several set up features, colorful graphics and a well done raunchy soundtrack that fits the game like a glove. We'll bring you more on Jammit very soon but until then you'll have to hoister that spray can and get in some practice. These boyz play for keepal - Mr. Goo



SEGA

SEGA
GENESIS
MULTIMEDIA

TIDE & MACE™

BE A CAVE DUDE-
SMASH A DINOSAUR!

FOR A HOLE AGE TWO CAVE DUDES THAT GOTTA FIND THEIR GIRLFRIENDS - THEY'VE BEEN KIDNAPPED BY EVIL NEANDERTHALS. PICK UP YOUR STONE AXES AS YOU SET OFF ON A PREHISTORIC RESCUE MISSION, UNLOCK A WILD AND WACKY WORLD FILLED WITH FLAMING LIZARDS, ROCK SLIDERS, AND MORE POUNDING ADVENTURE THAN YOU CAN STOMACH A CLAM AS ITS TONGUE AVERAGE ACTION. WITH BIG, COOL-UP STYLE GRAPHICS AND THE BEST TWO-PLAYER OPTION EVER.

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- HUGE DINOCHORES TO MEET AND DEFEAT
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SEGA THE SHOW

ACCOLADE

Barley! Shut Up & Jam! (Game)
Speed Racer in the
Challenge of Facer X (Game)
Buboy 2 (Game)
Firestorm Rogue (Game)
Juggernaut (Game)



AMERICAN LASER GAMES

Who Shot Johnny Rock? (Game CD)
Mad Dog II (Game CD)
Crime Patrol (Game CD)
Space Pirates (Game CD)



TECHNOS

AMERICAN TECHNOS

Poppye The Sailor Men (Game)



DOMARK

Wonder Stage CD
Marko's Magic Soccer Field (Game)
Superbike Challenge (Game)
Trivial Wordz (Game)



ASC

Snow White
Happily Ever After (Game)



ARENA

World Remnant (Game CD)
Italy & Schulby (Game CD)
MLBPA Baseball (Game)
UTMA Soccer (Game)



DATA EAST

Mega Turmoil (Game)
Side Pocket (Game)



CAPCOM

The Magical Quest Starring
Mickey Mouse (Game)



CORE

SoulStar (Game CD)
Beltcorps (Game CD)
Bubba & Sita (Game CD)
Skeleton Krew (Game)
Trunk (Game)





ELECTROBRAIN

Jim Power:
The Lost Dimension is 3D
(Genesis, G)



ELECTRONIC ARTS

Mutant League Hockey (Genesis)
NBA '94 Showdown (Genesis)
PGA Tour Golf (Genesis)
Wing Commander 3 (Genesis)
Andretti Racing (Genesis)



EXTREME

Battle Fantasy (Sega CD)
3D World War (Sega CD)
Battletech (Genesis)
Chaplin II (PC)



HI-TECH EXPRESSIONS

Mickey's Ultimate Challenge
(Genesis)
We're Back (Genesis)
Beethoven (Genesis)



GAMETEK

Brutal (Sega CD)
Family Feud (Genesis)
Jeopardy! Deluxe Edition (Genesis)
Zool (Genesis CD)
Jeopardy! Sports Edition (Genesis)
Pinball Dreams (PC)
The Humans (PC)



FLYING EDGE

Dynasty (Sega CD)
Sprinter-Slim & Wimmer
Maximum Charge (Genesis)
The Dynamos: Virtual Golf (Genesis)
The Dynamos: Virtual Golf (Genesis)
Sprinter-Slim & Wimmer
Sprinter-Slim & Wimmer
Arcade's Revenge (PC)



INTERPLAY

The Last Vikings (Genesis)
Rock & Roll Racing (Genesis)
Clayfighter (Genesis)



JVC

Rebel Assault (Sega CD)
Rise of the Robots (Sega CD)
Indiana Jones and the Fate of Atlantis (Genesis)
Heimdal (Sega CD)
World Championship Rally (Genesis)



KONAMI

Double Dragon 2 (Genesis)
Contra: The Alien Wars (Genesis)

KOEI

Nobunaga's Ambition (Simul)
Romance of the 3
Kingdoms Part II (Simul)
Operation Europe (Simul)
Liberty or Death (Simul)



MICROPROSE

Impossible Mission 2025:
The Special Edition (Simul)



READYSOFT

Dragon's Lair (Arcade)
Space Ace (Arcade)



REVELL

European Racers (Arcade)
Aero Racers (Arcade)



PLAYMATES

Star Trek: Deep Space Nine (Simul)
Exosquad (Simul)



NAMCO

Starquest (Simul)



PSYGNOSIS

Shadow of the Beast 2 (Arcade)
Lemmings 2: The Tribes (Simul)
Bil's Tomato Game (Simul)
Walker (Simul)
Glebelake (Simul)



RENOVATION

Revenge of the Ninja (Arcade)



SONY

Jupolexyl (Arcade)
Wheel of Fortune (Arcade)
ESPN Baseball Tonight (Simul)



SPECTRUM HOLOBYTE

Balls (Simul)
Tinhead (Simul)



TAKARA

King of Monsters 2 (Simul)
Fatal Fury 2 (Simul)



SUNSOFT

Bubble and Squawk (Simul)
Princes of the Dark Waters (Simul)
Kung Fu: The Legend
Cordarius (Simul)





TAITO

Rainbow Islands (Game)



TECMAGIK

Sylvester & Tweety
in Cagey Capers (Game)
Steven Segal in the
Final Option (Game)



T'HQ

Total Carnage (Sega CD/Sega Saturn)
AKIRA (Sega CD, Sega Saturn)
Time Killers (Game Boy)
Time Trax (Game Boy)
SeaQuest: DSX (Game Boy)



WORKING DESIGNS

LUNAR (Sega CD)
VAY (Sega CD)



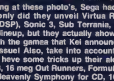
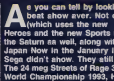
TENGEN

Prince of Persia (Game)
Grindstomer (Game)
RDI Baseball '94 (Game)
Dick Vitale's "Awesome
Baby!" College Hoops (Game)
Interplanetary Lizards of the
Texas Plate (Game)



U.S. GOLD

World Cup USA '94 (Sega Saturn)
The Incredible Hulk (Game Boy)
Road Rash (Game)



As you can tell by looking at these photo's, Sega had their best show ever. Not only did they unveil Virtua Racing (which uses the new DSP), Sonic 3, Sub Terraania, World Heroes and the new Sports lineup, but they actually showed us the Saturn as well, along with the games that Kei announced in Japan Now in the January issue! Also, take into account what Sega didn't show. They still have some tricks up their sleeves. The 24 meg Streets of Rage 3, 16 meg Out Runners, Formula One World Championship 1993, Heavenly Symphony for CD, 16 meg Art of Fighting and the all new, 24 meg Phantasy Star are still waiting in the wings. And then... Saturn!

SEGA

Storm's Import Update

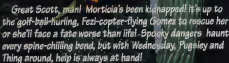
Welcome to another edition of E Storm's Import update. As you know (it's all over this issue) the Winter CES has just wrapped but, alas, these games were not there. Had they been, things would have been even better for Sega. Virtua Racing will come out a month or two earlier in Japan, because the FCC will not approve the DSP until it is out overseas. However, the games pictured here should be either simultaneous releases or exclusive to the import market. The reason I say there may be a chance that one or two of these may be exclusive to Japan is that, as close as they are to being completed, none were at the CES. Bare Knuckle Three (24 meg) will be released in March, Formula One WC 1993, Heavenly Symphony (CD-ROM) will be out in April and Outrunners (16 meg) is set for May. Check out the big apritas on the track side in Heavenly Symphony! If the frame rate is fast enough, this could be the best Sega driver ever. It consists of actual tracks and drivers and allows you to partake in an entire, realistic, F1 season. The apritas also look good in Outrunners but we all know there is no way the Mega Drive can duplicate the arcade games. I'm hoping it's a half as good, that would make it a ten on 16-bit. Of course, BK3 looks phenom. and Yuzo says to get ready for some heavy techno.



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Two officials note that because the
highest quality of work is required, they
will not be able to take any time off
from work to go to the funeral.

SUPER STAR THE EMPIRE STRIKES BACK

WARS



Will You Accept the Challenge of a Jedi Knight?



Test the powers of the Force as you move in as fast as a Jedi Knight's eye.



Both surviving and both and together! Walk on the ice planet Hoth!



Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

Pursued across the galaxy, you and your Rebel Forces now marshal new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action-packed sequel to the hit game, Super Star Wars.

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JVC



PLANET SNES



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JOE MAC 2 LOST IN THE TROPICS™



The coolest Cavemen in gaming are back! Except this time, not in an arcade port but, in an all new adventure for the SNES, Joe 'n Mac 2. One thing that the coin-op was lacking was diversity and play mechanics so, that is exactly what Data East has given us in one of the few sequels in recent memory that is better than the original. In this new adventure you get an overhead map, towns to visit, a save feature, more special effects, all new attacks, and a wide variety of play mechanics such as climbing on vines, riding in numerous vehicles, and drinking and spitting water. Not only that but, this new game is much, much longer and features diversity in every new level. The graphics





are excellent throughout, soaked with color and great animation in both our heroes and their enemies. When playing a two player simul game, very little slow down was present. It is twice as fun as the original with all new interaction and a multi plane play field which allows each player to take his own path in much of the game. Even the bosses are better and require much more skill to



defeat. They are more interesting and diverse throughout the game. With Joe and Mac 2, Data East gives us everything we could ask for in a sequel and more. More importantly it shows there are good SNES titles already on the way early on in '94. Maybe this will be the year we've been waiting for- for the Super NES. We'll bring you a full review on Joe and Mac 2 next month. - E. Storm



NBA JAM

Let's skip right to the end of this review, shall we? Attention SNES owners...go buy NBA Jam! Thanks to Acclaim and Iguana, the purchase of this game is a no brainer. It is simply one of the best arcade to home translations ever. Any way you play the game; against the computer controlled teams, against a friend or against 3 friends (with the five player tap), NBA Jam plays like a dream and is one of those games, like Street Fighter 2, that you won't tire of quickly and that will be an active part of your gaming diet for many months to come. For arcade purists, the SNES version is not EXACTLY like the arcade game. There are some players missing whose licensing rights are controlled by other video game publishers, a few voice samples missing and, so far, we have found no code that allows you to play the "big head" version of the game (no big loss). Other than those minor issues, this 16 meg game IS the arcade game. If you haven't played the quarter snatcher, NBA Jam is a fast paced two-on-two basketball game where your primary goals are to dunk and not to be dunked on. The play mechanics are designed so that there is a constant struggle between the offense, as it attacks the hoop, and the defense, as it tries to position its players to reject the jam. The joy and beauty of NBA Jam lies in this struggle and in the absolute, total control that you have at all times. Alley Oops, length of the court passes, jump passes and touch passes from a rebound are all at your command and can be executed effortlessly. The game really does play like SF2 in that there is always a counter-punch for

where your primary goals are to dunk and not to be dunked on. The play mechanics are designed so that there is a constant struggle between the offense, as it attacks the hoop, and the defense, as it tries to position its players to reject the jam. The joy and beauty of NBA Jam lies in this struggle and in the absolute, total control that you have at all times. Alley Oops, length of the court passes, jump passes and touch passes from a rebound are all at your command and can be executed effortlessly. The game really does play like SF2 in that there is always a counter-punch for



TONIGHT'S MATCH-UP



the one that your opponent just threw at you. There is nothing quite like seeing the guy you're playing against take to the air as you position yourself under the hoop, then...at just the right moment, you leap toward the rafters...sending his weak garbage into the third row as you both end up on your backs...a crumpled heap on the hardwood. Well, this is the part of the review when we say, "If you like this type of game...blah, blah, blah...". Not this time, there are no "ifs". NBA Jam is required playing and one of the best games ever made. - Dr. E



MEGA MAN X

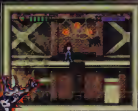
Mega Man. Was it the incredibly challenging platform jumping and long tough levels that made it so popular? Or was it the huge mechanical mid bosses and the many perilous drops and disappearing platforms? Or, was it a dog named Rush? I think it was probably all of those things. So, then why is 90% of that missing in the SNES version? Well, it is the first one and it saw less than a year in R&D. Could that be why, or is it the limitations of the system? In any case, this first sequel on the SNES shows little resemblance to the NES originals. Don't get me wrong, Mega Man X is a good game. In fact, if I never played an 8 bit version I might say it is a great game. It has colorful well drawn graphics, a great story, nimble hard to beat bosses and good music. And, most importantly, MMX is really fun. However, this is a Capcom action game and I played every version on the NES so, I expected more from the first SNES installment. Capcom made the best action games in the business prior to Street Fighter 2 and I expect that or more today. Will I get it on the Genesis, Mega Man's next destination?

In Mega Man X our hero has shed his innocent looks and Rush has remained in the dog house, but you

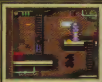
One of the most popular action series during the 5 year reign of the NES was a sleeper hit starring an innocent looking little blue robot named

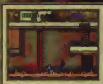


TIME TRAX

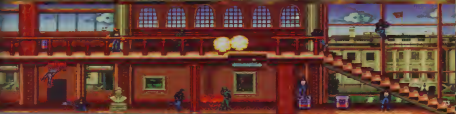


THQ has added another title to its growing list of quality games with Time Trax for the SNES. Time Trax, based on the syndicated TV show, combines both action/platform and shooting and is set on Earth, in the year 2193 A.D. For those of you that haven't watched the show, you play Darien Lambert, futuristic international policeman. Your job is to retrieve fugitives who have traveled into the past and bring them to present day justice. Besides having super human abilities and training in martial arts, you possess a form of mind control called "time stalling" which slows down anyone and anything in your path. This option comes into play when things get a little bit heavy, but doesn't work on every enemy. The control is really tight which makes the game fun to play and the difficulty will challenge even the best gamer's skills. Graphically, Time Trax is colorful and detailed, with plenty of background





and foreground scrolls (especially in the motorcycle and jet ski levels). The lead character is rated perfectly, and can fight hand to hand or with a gun (but don't worry mom there's no heavy carnage). There are also bonus rooms and power-ups hidden throughout the game. The best way to uncover these is to shoot blindly everywhere. Perhaps the most important factor about Time Trax is its replayability. Since there are no continues you have to learn where to find one ups and secret rooms each time you play until you finally master the game. Gladly, the graphics, music and gameplay are good enough to keep you interested throughout this learning curve. TT also incorporates Motorcycle and Jet Ski levels into a side scroller successfully for the first time. These levels not only look good but play good as well. Time Trax is a quality game, it has good animation, music and artwork and, is very challenging and fun to play, it should please even the most demanding players. -- Brady





Welcome to Rocko's Modern World. A peaceful, tranquil place...until Spunky gets himself and Rocko in a world of trouble!! The latest and funniest ever Nicktoon: Rocko's Modern World, has become Viacom's first title for the Super NES. Rocko is a Wallaby (a cute little Aussie mammal) and Spunky is his clueless, yet lovable little dog. The goal in Rocko's is to basically save Spunky from himself. You see, you're out for a little walk and if you're not careful, (and a bit too witty mate), you may never get where you're going. First of all I must tell you, Rocko's Modern World is the first SNES game with an accent. Yep, you got it, Rocko talks with a perfect little Aussie accent. The game itself is all about action and interaction. By carefully planning and executing Rocko's moves you can safely get Spunky where he's going. For instance, since Spunky cannot jump or climb, you might have to wait until he walks over a beach chair, so you can jump on the other side and loft him to the next level. But be prepared mate, Spunky just keeps going...straight ahead. If he hits an object in front of him he'll just turn around and mosey back toward you, so you must plan your next move. Conveniently, you can grab little Spunky and turn him around. You never have to chase him too far. This is a fun game, it's different, and it has a great sense of humor. The mindless look on Spunky's face makes me laugh every time I see it, and when Rocko starts to panic it's pretty funny too. The graphics, samples and music in Rocko's Modern world are excellent and the characters are drawn and animated just like the cartoon...beauty mate! We'll have more on this cool new game when we review it next month. - E. Storm



Nintendo

THE SHOW

NINTENDO

Ken Griffey, Jr. Presents
Major League Baseball
Kirby's Pinwheel
Stunt Race FX
Super Metroid



TECHNOS AMERICAN TECHNOS

Super Pinball
Behind the Mask
Poppy



ACTIVISION

X-Calibur 2007
Radiant Rex



ACCLAIM

MLA dem
Ichty and Scratchy
USRA Monster Trucks
The Simpsons: Virtual Bart
Clonews World Cup Robot



ABSOLUTE

Space Ace
Home Improvement
Pace of the Robots



ACCOLADE

Hardball 3
Pete
Charles Barkley: Shut up & Jam
Speed Racer in My Mom
Gorgeous Adventures



BPS BULLET PROOF SOFTWARE

Spike Mc Fang
Cyberside
Wildsnake



ASC

Charlie's Bowling
Snow White: Happily Ever After



CAPCOM

Wizardry V
Mega Man X
Mega Man Soccer
Satan Masters
King of Dragons



CULTURE BRAIN

Ultimate Fighter
Galactic Defender
First Queen
Golden Empire



DATA EAST

Sengoku



DTMC

Gordo 191
Lester 2
Pinstripes



FCI

WCW- Super Brawl Wrestling
Ultima: The False Prophet
Ultima: Runes of Virtue II
Ultima: The Black Gate
Might & Magic III



ELECTRO BRAIN

Astria- The Goal
Winter Extreme-
Skiing & Snowboarding
Cradle



ENIX

King Arthur & the Knights of
Justice
Hudson of CIA
Brain Lord



ELECTRONIC ARTS

Jelly Boy
Bill Walsh College Football
MLBPA Baseball
FIFA International Soccer



EXTREME

Warrior of People's Will



GAMETEK

Zool
Wheel of Fortune Deluxe
Jeopardy! Deluxe
Pinball Dreams
Jeopardy! Sports
Spectre



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SNES-USA

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INTERPLAY

The Lord of the Rings
Blackhame
Clayfighter 2



IREM

Undercover Gage
R-Type II
In the Heat



IMAGINEER

Wolfenstein 3D
ZooBall
Ogre Battle
World Class Rugby
Powermancer



HUDSON SOFT

Beauty & the Beast
American Tail: Fievel Goes West



JALECO

The Peace Keepers
Super Gattai S
Super Bases Loaded 2
Pro Sport Hockey



JVC

Major Pay
Jaguar XJS



KOEI

Liberty or Death
Opuscula Europa: Pyth to Victory



KEMCO

62
Crashy Chase
Super Dragonball Z



LJN

Golden-Mun and Vexant
Maximum Carnage
MLBPA Baseball



MALIBU GAMES

Time Killers
Time Trax



McO' RIVER

Aero Fighters



PLAYMATES

Star Trek: Deep Space Nine
Exotique



SEIKA

Super Turrican 2
Pinkie
Freezing Flyboys





YOUNG MERLIN
FOR THE SUPER NES™



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NAMCO

Battle Coin
Metal Marines
Suzuka 8-Mile



T.H.Q.

The Run & Stomp
Ghans: Part 2



OCEAN

Mighty Max
Eek The Cat
Addams Family Values
The Shadow



SQUARE SOFT

Birth of Fire



SONY

ESPN Baseball Tonight
Equinox



SUNSOFT

Speedy Gonzales
Plains of Dark Water
Young Ric: The Legend of the
Superman



TAITO

Schlo Blastman 2
Ninja Warriors
The Jetsons: Invasion of
the Planet Pirates
The Flintstones: The
Treasure of Sierra Madrock



U.S. GOLD

World Cup Soccer
The Incredible Hulk
Fastback: The Quest for Identity



TAKARA

Fatal Fury 2
King of the Monsters 2



TITUS

Prehistoric Man



SETA

Nostratu



VIRGIN

Jemini
Jungle Book



Freakin' Awesome



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"One of the best"

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"Blazing graphics, Dolby Surround, and smooth action make this the best Turricon ever"

Game Players

With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

Super Turricon™ is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature **Dolby Surround Sound™**, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES & NES systems.

SEIKA
Freakin' All The Rules™

Remember Legend of the Mystical Ninja? It had 80+ music tracks, countless levels, two player simul. play, scaling, rotation, and some of the best play mechanics of 92, all in an 8 mag package. You either loved it or you didn't. Many found the towns an annoyance as they tried to rush through

the game, while others savored every Dojo. Many found the theme and starring characters just too weird and others relished something different. That's how it was and that is how it would probably be again. If Goemon 2 came out over here...which is probably why it most likely will not. There are, however, some major differences in this sequel. First of all, you no longer fight for money in the

GOEMON 2





towns. It must now be obtained in the levels or by gambling. If you hit someone in town now, everyone freaks out and starts chasing you, so it is best to be nice, go about your business and move on. Also gone is the complicated password, replaced by a battery. New, in part two, is the addition of a new character (a cool Ninja) who uses his hair and throws shurikens and bombs for attack. Also, the all new mega big Gosmon robot, who you first drive across cities and other tiny terrain smashing buildings and jumping pitfalls, then use to fight main bosses in a first person mode? battle using blocks and punches. These are both fun and unique, new, boss fighting techniques. Other than that this is Gosmon all the way. Vivid colorful graphics, mystical and perky Japanese tunes, fun in the towns like playing Xexex or gambling, riding piggy back or in crazy vehicles and special effects galore. It is long, fun and very, very different. So if you liked part one, don't miss two, and if you didn't like part one, well, wait for another Mario, the other cool short fat guy game. - Mr. Goo



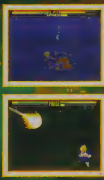
DRAGON BALL Z



Any Dragon Ball Z fans out there? No duh, I'm sure there are tons. One of the biggest cartoon series in Japan has seeped ever so slightly into the US. As you can imagine, this is a huge title in Japan. It follows the series premise to the letter (even the voice is done by the actual actors) and unlike the "Flat of the North Star" series, it is actually done quite well. This is not, however, your standard fighting game. Characters can be a hundred feet apart, (of course you'll need a huge TV) one in the sky and one on the ground, throw a move and connect it, seconds later! Once hit your character is frozen while panting and recovering. While the character who threw the move, depending on how draining it was, must also recover. Rounds are long and require a whole new strategy to master. In fact, watching the cartoon would actually make you better at the game. The backgrounds,

special effects, and graphics are much better in part 2 but, the music remains uneventful. Other than that, this game is basically an extension of part one. So, if you liked part one you will positively find the sequel worthwhile. It's funny, as cool and popular as these characters are overseas that neither the US toy industry or the game industry has picked up on DBZ. Maybe that will change in the near future. I sure hope so, an action game would be nice or, how about that new Sega coin-op version...Saturn?

- E. Storm



R-TYPE

THE THIRD LIGHTNING

It appears that once again the infamous R-9 is being called out of retirement to go head on against the Gydo Empire. The R-9, for any of you who don't know, is Irem's heavily armed space fighter in the R-Type series. R-9 has appeared in 2 coin op arcade hits, the Master System, Turbo Grafx (PC Engine), Game Boy, Super Nes (5 Meg) and its sequel R-Type II, and if I am not mistaken, 16 meg.

R-Type II is a 12 player alternative. The option screen offers joypad configuration and a sound test. An option which should be available but is not, is a difficulty setting. After playing one round you will wish it had been included.

The play mechanics remain true to the R-Type style, with weapons systems upgrade for the 10's. The player has three "force" options in this version: Round Force, or Cyclone Force. The Force is the pod that sits in the front or the rear of the R-9 and plays a very important tactical role. It not only serves as a shield, but when powered up, it also generates the bulk of your fire power. The Round Force is the standard issue weapon from the previous R-Types. However, if you want a chance in hell of finishing this shooter the Cyclone Force is your best bet.

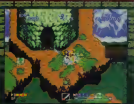
The player can also choose between Beam Mode (standard R-9 issue) or the upgraded Hyper Mode. In Beam Mode the player fills up the power bar twice. When discharged it yields a short range sunburst followed by a barrage of successive power blasts. This is short lived because the R-9 overheats and is forced to power down.

The wrap up:

The game looks, plays and feels like R-Type and the slow down problem that plagued Super R-Type has been corrected. We'll have more on Super R-Type in an upcoming review.



Here is, for me, the biggest surprise of the year for the Super Famicom, Alcaheist. We first saw this title over a year ago in the Japanese mags. Then the developer (Haken) went belly up and the game disappeared. It has now been picked up by the RPG kings at Square (good form) and is now available in Japan. I would imagine they would bring it out here as well, as I feel it is rivaled by only Zelda and Landstalker in the Action/RPG category. It's that good. There are many unique qualities in

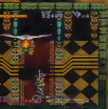
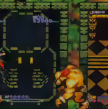
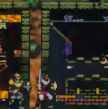
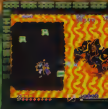


Alcaheist, and I will try to explain a few. Strewn about the ground are stone icons which when uncovered (by swinging your sword) reveal either a blue light or a green light. The blue lights send you slashing forward slicing through all in your path, while the green ones send you soaring through the air (followed by an impressive trail of stars). These play mechanics not only replace the jump with a spectacular leap, but act as a great new way to fight enemies and defeat bosses. You find yourself using waterways to get around in one of the Zelda like labyrinths and are always joined by the character you save in each level. Once a character leaves the hero he takes on that character's traits, complete with new armor and offensive techniques. Besides numerous unique features Alcaheist also has incredible graphics and music, and plays like an Action/RPG players dream come true. This is a fantastic game. We had no idea Alcaheist would be so good or we would have cleared more pages for our preview.

Instead, you'll have to wait until next month when we will bring you much, much, more.

- E. Storm

ALCAHEIST



Cao Cao

Nobunaga

Genghis Khan

It took 1400 years,
but we finally
got them together!

Plus this, three of history's most ruthless and ambitious leaders all grapple soon. Now, throw the fact that all three are looking towards world domination with massive armies following their every command. Sounds interesting, doesn't it. This winter, Koei's bringing Genghis Khan, Nobunaga and Cao Cao together to a store near you, and it's going to be exciting. After all, Genghis Khan is out to lead his Mongol hordes victoriously across Asia and Europe in **GENGHIS KHAN II: CLAN OF THE GRAY WOLF**; Nobunaga is seizing control of Japan in **NOBUNAGA'S AMBITION** and Cao Cao's devising new ways to reunite China after the collapse of the Second Han Dynasty in **ROMANCE OF THE THREE KINGDOMS III: DRAGON OF DESTINY**. The contest for world domination is about to begin!

Romance III of the Three Kingdoms DRAGON OF DESTINY



Sega Genesis version shown

Genghis Khan II CLAN OF THE GRAY WOLF



Nobunaga's Ambition



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GAME FAN



SPORTS

NBA ACTION...
IT'S GAME FANTASTIC

**GFS HITS THE HARDWOOD WITH
SEGA SPORTS' NBA ACTION '94**

NBA ACTION '94

ALSO INSIDE:

**PELE SOCCER
PRIZE FIGHTER
CHAMPIONS WORLD CUP SOCCER
SUPER GOAL 2**

PLUS: TALKO TALK, HALL OF FAME, PLAY IN PROGRESS AND MORE...

TALKO TALK

Get ready to play some hoop and toss around the ol' horse hide! Having just returned from WCES '94 in Las Vegas, I have seen the future and, in video sports games, it's basketball and baseball. All of the major players were represented with games covering both of these sports and, pardon me while I jump for joy, the games looked great! World Series Baseball, from Sega on the Genesis, is definitely the baseball game to beat in '94 on Sega's 16-bit machine. As previewed in Play In Progress in our December issue, this game has features that will make every player drool and, from my hands-on experience at the show, it plays like a dream. Sega was also displaying NBA Action (as seen to the right) for you b'ball fans out there. EA Sports was not to be out done as they were displaying their new basketball engine, in the form of NBA Showdown, and a fantastic looking and playing baseball game (also seen in a previous edition of PIP) on the SNES, MLBPA baseball. I also got a sneak peek at Tecmo's upcoming baseball game for Genesis and SNES and, as with their other sports products, this game will ignore no detail! In addition, Konami had a new baseball game for the SNES and their new Genesis basketball game, Jaleco was showing their Bases Loaded 2 game on SNES, Sony was showing ESPN Baseball, Tengen had RBI '94 and Awesome Baby Basketball on the Genesis and Nintendo finally took the wraps off of their Ken Griffey, Jr. Baseball game for SNES. All of these games are scheduled for Spring '94 release and will be appearing in the pages of GameFan Sports over the next two months. Also, get ready for a surge in the number of sports titles available this year as publishers start to realize the importance of sports product in their catalogues. This year will mark the introduction of dedicated sports lineups from most of the major (and not so major) publishers and major licensing tie-ins and promotional campaigns the likes of which our industry has never before seen. That's fine with me guys, step up to the box and let's PLAY BALL!

NBA ACTION



NBA Action...It's FANTASTIC! Yeah, I know...major lame introduction. Here's the drill Sparky...Sega Sports and Malibu Interactive have produced one incredible basketball game that takes all of the arcade fun from the original David Robinson and strengthens it with full season play and an NBA license, with all of the teams and players. They have even managed to squeeze out some full court, full screen rotation that has to be seen to be believed! Everything that makes the game of basketball intense and exciting is in this game; substitutions and player management, speed bursts and 11 different dunka, hot and cold atreaka, "sweet" spots and in your face rejections are all included with the price of admission. The play control is very intuitive and accurate—it is not enough to just have your defender in position to make a steal, you have to be on the ball handler's dribbling hand. Blocking shots is particularly fun and the shooting mechanism has been done better than in any five-on-five simulation to date. Most b'ball games have you holding down the "shoot" button until you reach the top of your jump, then you release it to achieve a better shooting percentage. In NBA Action, there are two stages to the player's jump and, if the defender is sharing your air space, you're not going to get the shot off. You need your own zone and great timing on your release to be success-





ful. But, once you are, you'll find the shooting mechanism in this game taking you on the court and bringing a sense of realism that you've never before experienced. And the combination of using the 'B' button for a quick burst of speed, then pulling up for the jumper with 'C' is awesome! To give you one more example of how Sega Sports and Malibu have concentrated on the details, the difference between charging and drawing a foul has been designed so that, if you move laterally

and the defender comes toward you, you draw a foul. If you move in to the defender and he is stationary or back peddling, you are called for a charge. It is this attention to detail that makes the game great. Graphically, the game makes use of the same 3/4, isometric view that Robinson did and throws in the rotating screen for mid-court transition. The players are all digitized and animated extremely well and the ball physics are outstanding. Add to this the voice of Marv Albert and his color commentary and you've got the most realistic game of hoop on 16-bit. Of course, full season play with playoffs and battery save is standard and the game tracks your statistics over the course of the season. As they did with Montana '94, Sega Sports has taken their new design philosophy of "We Sweat the Details" and applied it to NBA Action. The results are much the same-NBA Action has redefined live-on-five basketball on the Genesis and hoop players have an all star addition to their sports library. - Talko



Coach's Corner



Now that you own the best football game of 1993, how about a few tips to make your friends become your enemies and help you turn the computer into a defenseless opponent? The first thing that you absolutely must do in NFL Football '94 is study your playbook and take full advantage of the different formations that it offers you. The computer opponent in this game is sophisticated enough to make you react to its defenses with proven offensive strategies. If you try to throw deep on third and long situations, a good defense is going to sit back in

the Nickel or Prevent and wait for you to make a mistake. Also, you have to realize, when choosing your favorite team to play through a season, that the team's strengths and weaknesses will affect your play calling strategy. If you play with Detroit, you're going to run the football. As opposed to Miami, where you are going to throw the ball 40-50 times per game. When passing, you must recognize the defense that your opponent is throwing at you and choose to concentrate on one side of the field. If you start to see the DB dropping back into pass coverage, start to move around the pocket and look for an open lane should you need to run. My advice is to choose a team that has a mobile quarterback (like BH and Steve Young) and be aggressive with your play calling. Try to move the ball on first down and look to throw deep on second and short situations. On defense, the days of one and less Blitz are over. NFL '94's computer learns the so-called, offensively, that they will exploit any repetitive alignments on your part and if you don't mix it up and give the computer offense multiple "looks", you will find yourself down by thirty at half. Great games require great players and, in NFL Football '94, it will take all of your football knowledge and arcade skills to succeed. But, that's what it's all about, isn't it? - Talko



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It's The Best Rack In Town!

Finally, there's a video pool game that actually "feels" like real billiards. Billiard Congress of America Championship Pool uses multiple viewing angles and astounding zoom-in screens to recreate pool on your video screen.

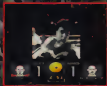
Pit yourself against the computer or play up to eight players in 9 ball, 8 ball, straight pool and more - a total of 14 different pool games. In the Championship Mode, you can even qualify for the World Championship Tournament.

Shoot with the best - Championship Pool from Mindscape. Real pool "feel" for your video game system. It's the break you've been waiting for!



Prize Fighter

Sports fans and Sega CD owners are in for a real treat with the release of Prize Fighter, Sega Sports full motion video boxing simulation. There are two things that make this game one of the best for Sega CD. First, the boxing action is excellent—you won't believe the level of control that you have over your boxer and the screen response to controller input. Second, Ron Stein, the director of this feature (he also directed the boxing sequences in *Raging Bull* and *The Rocky series*), has created a first person world where you move through a movie style environment and then fight a series of four boxers on your way to claiming the championship belt. The level of difficulty is set high but you can customize your fighter (the Kid) by adjusting his left and right power points, as well as his stamina. There is also a training mode that gives you direction in how to attack your opponent. This training is available to you ONLY in the first round of each fight. The problem is that your first challenger, Honeyboy, has twice as many power points as the Kid. And, if you don't take full advantage of the clock in the first round and make every punch count, he will put your lights out in the second. The key to victory in Prize Fighter is making it through this first fight. You can then fight Honeyboy over and over to build up your power and stamina points—thus allowing you to fight Mega Joe, T. Rex and Luke "The Duke" (the champion). I have enjoyed playing this game more than any boxing game since the original Punch Out. The initial shipment immediately sold out around the country and Sega CD owners seem to have vaulted Prize Fighter into the number one slot. This is my idea of "Multimedia". - Talko





▲ Press **DOWN** to every down.



1P-POWER
2P-POWER

▲ Press **PLAY** when action is tight on all the action.



▲ Run a variety of offensive and defensive plays.



▲ Try not to fumble as you plow down a mud-slicked or top-packed field.

THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE

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I keep waiting for Accolade to produce a 16-bit sports title that comes close to catching the spirit and quality of their PC product...I'm still waiting. Pele Soccer is pretty much typical of Accolade's efforts on the Genesis (the list includes Mike Ditka Football, Hardball and Hardball 3) in that there is obviously some effort expended on the initial design of the title but the execution comes up short. This is made all the more apparent by the surface similarities between Pele and FIFA Soccer from EA Sports. Pele makes use of a 3/4 perspective with detailed stadium graphics but that's where the similarity ends. Like their other titles, Pele suffers from a lack of color, a slow scrolling play field and the feeling that your players are mired in the mud. You want to keep pushing your controller but the on screen characters do not respond. In addition, the play mechanics are haphazard and controller response is slow. The game offers a full season's play and all of the World Cup teams but, like Ditka and Hardball 3, the game is just too repetitive and dull to keep you playing for 20 minutes, let alone an entire season. Another interesting item is that Pele's mug doesn't appear anywhere in the game...quite strange for a company who's slogan is "Games With Personality". I hope that, if Accolade really has a serious commitment to developing quality sports titles, that they can put it all together and produce a winning product. As it stands, Pele Soccer is just one of the many vying for shelf space this winter. —Tako



SUPER GOAL 2!



Super Goal 2 is an excellent World Cup soccer simulation. The Mode 7 graphics are similar to Nintendo's Super Soccer, but with a raised perspective and the ability to pull back from the close-up view on corner kicks, etc.. The game plays extremely well with a number of moves, like bicycle kicks, headers and different types of passes and shots, under your command. You can participate in a 20 team tournament and adjust formations and starters and your progress through the five division tournament is saved via passwords. As good as this game is (with all apologies to Jaleco), I recommend it only to big time soccer fans and players. With almost every publisher delivering a soccer game on the SNES (to coincide with the World Cup), the player can afford to be choosy. Even with the quality of this game and the increased competition, owners of Super Soccer are not going to find that Super Goal 2 and the other new soccer titles are significantly different from that game. But, if you're new to the world of SNES sports and haven't yet added a soccer title to your library, check out Super Goal 2, it is definitely one of the better soccer titles for the system. - Talko



CHAMPIONS

WORLD CLASS SOCCER



Somebody is going to have to call me and explain why **EVERYBODY** in this industry decided it would be a good idea to release a soccer game to coincide with the World Cup. One or two, sure. But seven or eight? I suppose it has something to do with the games being released in Europe as well, cuz' there ain't no way that all of these soccer games are going to sell in America. Me thinks that the sports publishers out there are in for a small lesson in Darwinian Economics. This brings us to Champions World Cup Soccer from Acclaim and Park Place. This game has all of the features that the others have; 5 division World Cup play, adjustable formations, etc.. And the game does make use of a unique feature in that there is an isometric map of the play field that can be viewed during action. This really helps you pick out the open wings and forwards as they break down field. Other than that, Champions is simply another soccer game with decent graphics and gameplay that is good but not great. I can't really say anything bad about the game but there isn't anything outstanding either. The one thing that does bug me is the delay between when you push the pass or shoot button and when you actually strike the ball. Park Place decided to include an extended animation for the swing of the player's leg that is a little frustrating when you are trying to move the ball up field and you are making quick decisions. Look at the pictures, look at the competition, rent it or consult your Ouija board—there's no clear cut answer with Champions...it's just another day at the World Cup. - Talko



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HALL OF FAME

Tonight's Matchup
Georgia Bulldogs vs **Kirgizia Eagles**

Player	Points	Rebounds	Assists
Mark	12	5	3
Andre	8	4	2
Paul	10	6	1
Robert	15	3	4
David	9	2	1
Michael	11	4	2

University of Connecticut
 Full Season Record 20-11
 Conference Record 8-5

Huskies

Player	Points	Rebounds	Assists
Scott	18	7	2
James	12	5	3
Robert	10	4	1
David	15	3	4
Michael	9	2	1
Mark	11	4	2

Get Length of Hair

• 100% accurate
 100% accurate
 100% accurate

• 100% accurate
 100% accurate
 100% accurate

• 100% accurate
 100% accurate
 100% accurate

Press Start to Begin Game

NCAA BASKETBALL

NCAA Basketball (released in 1991 by Sculptured Software) had developed a unique pseudo-first person engine that was to bring basketball into our homes like never before. Nintendo, seeing the potential in the title, chose to exercise their option to pick-up the game and release it as a Nintendo product. Unfortunately, NCAA basketball (which, interestingly enough, featured "faked" NBA teams instead of college squads and is now somewhat of a collector's item) was to be NAL's last project, as financial problems shut the development house down. Nintendo decided to delay the American release of the game so that they could add the season and statistics and tweak with the gameplay. The end result was one of the most playable basketball games on any system and a game that, to this day, is second only to Tecmo Super NBA Basketball in terms of fun and playability. The first person perspective is what really made the game go and the ability to determine which of the five dunks you would use (vs. the computer choosing based on floor location) is still unique. What makes NCAA Basketball of continuing interest to sports players almost two years after its initial release is the fact that, unlike most 3D games where technology comes first and gameplay is a distant second, this game plays very well. The passing mechanism, in particular, is excellent and shooting and blocking are as good as in any other basketball title. If you are a new SNES owner and haven't taken a look at NCAA, check it out...the unique perspective and good gameplay should keep you involved for some time. - Talko



Play in Progress

New titles from EA Sports and Microprose...



Play in Progress focuses this month on two hot titles coming this spring from EA Sports and a great looking football game from Microprose that is scheduled for release later this year. First out for EA is Mario Andretti Racing on the Genesis. This game is based on EA's PC title of the same name and will include three different types of racing: Sprint car, Stock car and Indy car. Andretti Racing will also feature 15 different tracks based on real track topography and will allow you to design your own cars. Additionally, the title will feature split screen, two player action and two views: on-track and behind car. Mario Andretti Racing is scheduled for a March release.



Next up is NBA Showdown '94 for the Genesis. This 16 meg title promises to deliver the full complement of NBA action. It features a new game perspective that allows for better viewing of passing lanes and less court congestion and offers full season play with complete team and league statistics and the ability to create your own dream team. You can also create your own 8 team tournaments and 4 Way Play is fully supported. Look for NBA Showdown to appear on retail shelves in March. Lastly, Microprose is preparing a Genesis version of their great PC football simulation, Coach's Club Football. This game makes use of both an NFL license and NFLPA license. In addition to its alliance with the NFL, Coach's Club, The PC version of the game featured unlimited camera angles during play and full season simulation in a real world, real-time environment. Look for some of these features to make it to the Genesis game when it is released later this year. Well, that's it for PIP this month. In the column next month for the latest information on sports titles on display at ECTS in Las Vegas. —Yalko

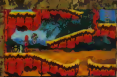


JAGUAR DOMAIN



DINO DUDES

OK, I'll admit a puzzle game isn't my first choice for my new 64 bit system, but if a good one is there, I'll take it, and I would have to say that with these graphics, along with a cool soundtrack and days or weeks worth of levels this is the best one.



Imagine if you actually preferred this type of game, you'd be in heaven. Dino Dudes is as addicting and fun as puzzle games get. You start off the game as the lowly Caveman, with no fire, no rope, and no wheel. You're just a bunch of stupid hairy guys. The goal is, to discover all of the above in an effort, to complete tasks like saving fellow cave dwellers or pets, slaying man eating dinos and moving your tribe forward as it grows.

There are 58 levels in all and after two days I am just in the 20's. Dino Dudes is both fun and addictive, features smooth parallax scrolling and has

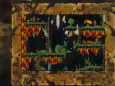




great graphics. The little Dino Dudes are animated well and have lots of personality and the backgrounds are nothing short of spectacular. We made an RGB cable for our Jag and it made all the difference in the world. Besides riding the wheel, the coolest thing about the Dino Dudes is the Witch Doctors. Once you position a human sacrifice beside him and choose what item you want him to make, the Witch Doctor begins to chant and roasts the unlucky fellow. This is followed by the sound of thunder and he finally reveals the required item. Getting eaten by a man eater is also fun to watch but I don't recommend it. You use spears to kill vault and kill dinos, fire to burn obstacles, ropes to raise and lower tribesmen and the wheel to scoot quickly over chasms, (but try not to run over your friends toes, it looks painful). This is a tight and well programmed all around package. Everything from the password screen to the options and control screen to the game over screen are highly detailed and there are quite a few good tunes to listen to. Although this is a great puzzler, what we are all waiting for are Alien Vs Predator, Checkered Flag 2, Tiny Toons, Tempest 2000, Club Drive and Katami Ninja. I'm leaving for the CES tomorrow (it's January 2nd) and they should all be there so turn the page and see what I thought. In the

meantime, whether you're into puzzle games or not, if you have a Jag I recommend picking up Dino Dudes. It's a great way to pass the time while you're waiting for that next big game.

- E. Storm



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Interactive
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USI Soft (US)
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Virgin Games (UK)
V-Red Productions



TEMPEST 2000 BY LAMASOFT



UNCOVERED FLAG BY NEIL JAMES



AIR REBELLION SOFTWARE



The Jaguar really came out to play, and it did. Although games like Kasumi Ninja and Greenwire Flag were great, they weren't very exciting. Games like Alien vs. Predator and Tempest 2000 showed people we needed better games in the console list of Jaguar titles, please, not from what I heard, there were more than one game being shipped from outside home, the Jaguar is a great machine and the games will have more support. The games at Atari showed how much more they are about the Jag. The meeting we had with Sam Trammell, Technical Director and of course, our new third party, Atari, was a great meeting and very positive we had at the time. If you had any doubts, get them now. This is the last thing I find the Atari ing. heads.



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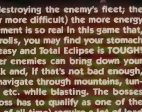
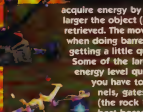
Nintendo



SUPER NINTENDO
ENTERTAINMENT SYSTEM

TOTAL ECLIPSE

Total Eclipse is total addiction! There has NEVER been a shooter like this; 20 levels of interplanetary destruction and mayhem fought over planet surfaces and in tunnels that create a 3D world unlike any you've ever experienced! And, if the 3D environment, light source shading, great music and incredible enemies and bosses weren't enough, Crystal Dynamics, as they did with Crash and Burn, have created an excellent, well thought out game with superb play mechanics. The key to survival in TE is maintaining your energy level. The best way to do this is by shooting the land based energy pods and the blimps that float in space. You can also



acquire energy by destroying the enemy's fleet; the larger the object (or more difficult) the more energy retrieved. The movement is so real in this game that, when doing barrel rolls, you may find your stomach getting a little queasy and Total Eclipse is TOUGH! Some of the larger enemies can bring down your energy level quick and, if that's not bad enough, you have to navigate through mountains, tunnels, gates, etc. while blasting. The bosses (the rock boss has to qualify as one of the best bosses of all time) require a lot of lead





to make them burn and a lot of time and patience on your part. I could go on and on about how phenomenal Total Eclipse truly is. But suffice it to say that the quality of this game and the technology it displays are so far beyond what any other game system has been able to show to date that comparisons are not viable.

Total Eclipse has set a next generation standard on 3DO that all future game systems and software designers will have to compete against. - Talko





Escape from Monster Manor

It's amazing. One month ago, E. Storm and I were talking about the future of 3DO and complaining about the lack of software for the system (Putt Putt Goes to Dinky Land is NOT software). It got to a point where we were both considering having our systems retrofitted and turning them into electronic drink holders. What a difference a few weeks makes! First Madden 3DO, then the awesome Total Eclipse and now, courtesy of Electronic Arts and the 3DO Company, comes *Escape from Monster Manor*. All of the industry insiders who were beginning to doubt the power of 3DO will have to rethink their position as *Monster Manor* is a game playing and technological dream. The game was developed

by RJ Mical and his team at 3DO. RJ is best known in the industry for being one of the developers of the Amiga and the developer and co-creator of the Lynx for Epyx. His talents in 3D hardware and software are well known inside the world of gaming. He and his team have created a first person Action/Adventure game, along the lines of *Castle Wolfenstein 3D*, that puts you in a real time, virtual world like no other! *Monster Manor* is 12 levels of ghoulish, nightmarish hell that makes you feel like you are trying to escape the Haunted Mansion in Disneyland. The story sets





you up as the latest in a team of adventurers that have been trying to restore the shattered Talisman, put an end to the monsters' reign and escape the manor alive. The brave souls that attempted this feat before you have apparently been separated from their minds and bodies and it's going to take all of the instinct, patience, intelligence and shooting skills that you possess to make it through this game. In fact, *Monster Manor* is so huge and the levels are sooo big that you will find yourself, at times, wandering over an area that looks like it's roughly the size of a small third world nation. In addition to the size of the game, the enemies are extremely intelligent. You will die more than a few times on level three, trying to escape from the morphing face that blows a deathly goo your way. When he sees you, he will come gunning for you and relentlessly chase you through the level. The music, blood curdling screams and eerie sound effects are terrific and complement the outstanding texture mapped graphics of the manor. Between the two, they will have you completely engrossed in this addictive adventure. One tip I can offer you is to use your map constantly and to locate rooms where you have a storehouse of gun energy and health. These will come in handy when you are trying to open up the level exit and you've pumped everything you have into the bad-dies that are protecting that exit—make a run for the goodies, reload and attack again. I can't say enough good things about *Monster Manor* and about how excited I am about 3DO. 1994 is going to be a great year for the system and a great year for this game reviewer. I have been waiting since I was 16 to play games like *Monster Manor* and, now, the time has finally arrived...gassing heaven! - Tofia





NIGHT TRAP

Here it is, the game that brought video gaming to Capital Hill...Night Trap??? For those of you unfamiliar with the fuss, Sega originally offered this name packaged in with the Sega CD system. It was the first full motion name for the Sega CD and Sega, knowing that the purchasers of their new, \$300+ peripheral would be mostly adult



and young adult males, chose to create an "adult", Dracula style game in which your goal was to protect the teenage girls inside from having their blood sucked out by the "Augers". Pretty much standard, "B" movie horror stuff, right? Wrong! Although there is absolutely nothing in this game that you can't see in syndication every day of the week, Nintendo and the Bored Housewives of America teamed up to take Sega to task. The punch line is that Nintendo, ever the king of hypocrisy, lets the feeble minded congressman involved in this hearing know what good guys they are for removing the blood and death movies from Mortal Kombat (strange, nobody seems to have a problem with the fact that, blood or no, the essence of the game is that you are there to beat the crap out of the other guy. Now, of the two, which do you think is more likely to happen to your 12 year old son, getting the tar beat out of him or having his spine ripped out?). And Toys 'R' Us immediately lets the media know that they are taking Night Trap off their shelves...the national media laps this up. Great move guys, the game is two years old and nobody's buying it...how about pulling Mortal Kombat off of the shelves? What? Oh, I see...eases are too strong...so much for moral virtue! Amid all of this political posturing and misinformation, Virgin and Digital Pictures have released the game for 300 and, in the process have focused our attention

on the real issue...it's not a very good game. Although the video and sound is superior to the Sega CD original, you can't get away from the fact that this game requires only that you continue to budge through it, dying and restarting, until you, eventually, waste the Augers, save the girls and dispose of the dysfunctional, Dracula-type family. In reality, it's pretty boring, repetitive stuff and certainly not as graphic or controversial as everyone involved in this melodrama would have you believe. In the end, Night Trap is a so-so game that has received a lot more attention than it deserves.

- Tiko





DRAGON'S LAIR

3DO owners are expecting that part of what their \$700 machine will deliver is incredible translations of arcade games. Although arcade games on 3DO are strictly AWOL at this time, Readysoft has just released the 3DO version of Dragon's Lair, the venerable arcade/laser disc Mega-hit. I've got to give it to you straight folks-Dirk's great adventure is not identical to the arcade. There are some missing levels (the falling discs being the most noticeable), the music/animation synch. is off in places, the video is a little rough and the color is a bit faded. There is also missing animation from the demo, and quick fades that, from time to time, interrupt the flow of the game. In spite of these shortcomings which, most assuredly, would have been avoided by simply putting the game on 2 discs instead of the one packaged, Dragon's Lair is as addictive as it was in the arcade and, even after 10 years, is fresh, amusing and can still wow your friends with its technology and animation. One word of warning, if you're an experienced DL player, it will not take you too long to beat the game. You are given 5 lives to get through a sequence of animations and the game also gives you unlimited continues. But, DL is one game that stands up to repeat playing and, because of the number of scenes, the random sequencing of the game and the different movements required, it is difficult to memorize the entire game. If you beat it and come back to it a month later, it will be like experiencing the game anew. Dragon's Lair is an excellent 3DO game and software starved owners now have another quality title to add to their libraries...enjoy! - Talko



THE SHOW

Most of the news on 3DO at WCES centered around the reportedly sluggish sales of the system during the holiday season. Obviously, this is directly related to the lack of entertainment software. Help is on the way, however, as Monster Manor and Total Eclipse have shipped as of this writing and a half dozen titles are waiting in the wings (including the much anticipated John Madden Football). Trip Hawkins addressed the industry in his "State of 3DO Address" and compared 3DO sales favorably to first year sales of Compact Disc and VCR players. The most exciting titles at the show (other than those that have been covered previously in our 3DO section) were: Crystal Dynamics' Orion Off Road and The Horde, EA's Road Rash and Shock Wave, Spectrum Holobyte's Star Trek: The Next Generation and Panasonic's T&E Soft's True Golf Classics, Pebbles Beach. Although there weren't as many new titles as we had anticipated, it seems that the long term prospects for 3DO's success are good. With 4 manufacturers and a retail price under \$500 predicted by the end of the year, 3DO looks to be heading into a strong 1994. -Taike



SOFTWARE TOOLWORKS

Mega Race (First Quarter '94)
Dragon Tales (Second Sate '94)



SPECTRUM HOLOBYTE

Star Trek: The Next Generation (March/April)
A World For All Seasons (TBA)



CRYSTAL DYNAMICS

Orion Off Road (May/June)
Star Control II (April/May)
The Horde (March)
Pebbles (April/May)
Way of the Warrior (April/May)



ELECTRONIC ARTS

Pga Tour Golf (March/April)
Road Rash (March/April)
Shock Wave (May)
Theme Park (May)
Twisted (February)



VIRGIN

Demolition Man (Summer)



ORIGIN

Super Wing Commander



AMERICAN LASER GAMES

Who Shot Johnny Rock? (February/March)



TETRAGON

Oridders (Summer '94)



ReadySoft Incorporated & Epicenter Interactive Present

DRAGON'S LAIR



This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.



ReadySoft Incorporated
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Richmond Hill, Ontario, Canada L4B 1B9
Tel: (905) 721-4178 Fax: (905) 704-8847



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HANDS ON PORTABLES



BATTLETODS

The Battletoads have come full circle. First, they appeared on 8 bit in the last great NES action game. Then, came Battletoads for the SNES and Battletoads for the Genesis. Now, 5 after the original, they're back on 8 bit, except this time you can take them anywhere. Battletoads is once again a great game, with some of the best GG graphics to date. But, Battletoads is also, once again, very, very, hard to beat. Why must this game always have a limited number of continues? This is now an old game, we've all seen every level. So why not let us play it through just once with unlimited continues? Being that the GG is aimed at the more casual gamer on the go, or those of us who like to kick it on the plane or in the car, you would think they would want to make this version a bit easier, but instead it is next to impossible. Difficulty aside, this is a great GG game, in fact if it had unlimited continues it would be on the top five all time GG list. Instead, this great GG game will most likely only be enjoyed by the expert gamer or, somebody with a whole lot of time on his hands (like life in prison). - E. Storm



Shang Tsung's Transformations

Baraka: 2 x Down, Low Kick
 Cage: 2 x Back, Down, L Punch
 Jax: Down, Forward, Back, H Kick
 Kitana: 3 x Block (Quick)
 Kung Lao: Back, Down, Back, H Kick
 Liu Kang: Back, 2x Forward, Block
 Mileena: Hold High Punch (3 secs.) then release

Raiden: Down, Back, Forward, Low Kick
 Reptile: Hold Back, Up Down, H Punch
 Scorpion: Hold Block, 2 x Up
 Sub-Zero: Forward, Down, Forward, H Punch

QUARTER



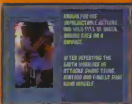
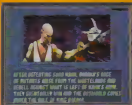
CRUNCHERS

MORTAL KOMBAT II

One of the hottest games to hit the arcades in years has arrived. Mortal Kombat II is here and boy are the quarters flowing! Rocketing instantly to the top of the coin-op charts, MK2 success has raised the eyebrows of many of Midway's competitors. What makes this game so much more successful than ours? Is it the killer Digital Compression Sound system? Is it the fantastic, rich graphics? Is it the

cheesiest No Mr. demographics man in your neogahyde chair, its the hidden secrets that are making all us gamers drool. It is said that there are so many hidden secrets in MK2, it would take you a year to find them all.....we'll see about that. Since its the Fatalities, Babalities and the Friendship Fatalities that are snoot on the minds of MK2 fans everywhere, we will focus on those for right now. -K.LEE





Jax's Moves & Fatalities

Memory Check: High Punch (Close) - stuns opponent
 Earthquake Punch: Hold Low Kick (4 sec.) then release
 Gotcha Grab: 2 x Forward, Low Punch (repeat Low Punch for 5 hits)
 Quadruple slam: Throw enemy then press High Punch repeatedly
 Energy Wave: Quarter-Circle Away, High Kick
 Mid-Air Back Breaker: Block
 Fatality 1 (Head Smash): Hold Low Punch, 3 x Forward, release Low Punch

Sub Zero's Moves & Fatalities

Ice Ball: Quarter-Circle Towards, Low Punch
 Ground Freezer: Quarter-Circle Away, Low Kick
 Slide: Punch Back, Low Punch, Block, Low Kick
 Fatality 1 (The Shattering): From 3rd away, 2 x Forward, Down, High Kick, then right next to opponent, Forward, Down, 2 x Forward, High Punch.

Scorpions' Moves & Fatalities

Spear: 2 x Back, Low Punch
 Teleport Punch: Quarter-Circle Away, High Punch. (Air Move)
 Leg Grab: Quarter-Circle Away, Low Kick
 Air Throw: Block
 Fatality 1 (Human Torch): 3rd away, Hold Block, 2 x Up, High Punch

Baraka's Moves & Fatalities

Double Kick: High Kick 2 x quickly (close)
 Blade Swipe: Back and High Punch
 Blade Bolt: Quarter-Circle Away, High Punch
 Culinary Chop: 2 x Back, Low Punch
 Fatality 1 (Decapitation): Hold Block, 3 x Back, High Punch
 Fatality 2 (Impalement): Back, Forward, Down, Forward, Low Punch

Liu Kang's Moves & Fatalities

Dragon Fireball: 2 x Forward, High Punch (air move)
 Low Dragon Fireball: 2 x Forward, Low Punch
 Flying Kick: 2 x Forward, High Kick
 Bicycle Kick: Hold Low Kick (4 sec.) then release
 Fatality 1 (Dragon Bite): Down, Forward, 2 x Back, High Kick
 Fatality 2 (Cartwheel-Uppercut): Hold Block, spin 360 away



Raiden's Moves & Fatalities

Torpedo: 2 x Back, Forward (air move)
Lightning Ball: Quarter-Circle Towards, Low Punch
Teleport: Down, Up (quickly)

Electric Boats: Hold High Punch (4 sec.) then release (close)
Pit & Ceiling Fatality: Hold Block, 2 x Up, High Punch

Kitana's Moves & Fatalities

Fan Swipe: Back and High Punch
Fan Throw: 2 x Forward, High Punch and Low Punch (can be done in the air)
Fan Lift: 3x Back, High Punch
Flying Punch: Quarter Circle Away, High Punch

Fatality 1: (Decapitation): 3 x Block, High Kick
Fatality 2: (Kiss of Death): Hold Low Kick, 2 x Forward, Down, Forward then release
Rebirth: 3 x Down, Low Kick (close)

Reptile's Moves & Fatalities

Venom Spit: 2 x Forward, High Punch
Force Ball: 2 Back, High Punch and Low Punch
Slida: Back and Low Punch, Block, Low Kick

Invincibility: Hold Block, 2 x Up, Down, High Punch
Fatality 1: (Head Snack): 4" away, 2 x Back, Down, Low Punch

Kung Lao's Moves & Fatalities

Hot Throw: Back, Forward, Low Punch (slide hot up or down)
Flying Kick: Jump, Pull Down and High Kick
Teleport: Down, Up (quickly) (can attack during teleport)
Energy Shield: Hold Block, 2 x Up, Low Kick (tap low kick to continue)

Fatality 1: (Splitting Headache): 1" away Hold Block, 3 x Forward, Low Kick
Pit & Ceiling Fatality: 3 x Forward, High Punch
Rebirth: 2 x Back, 2 x Forward, High Kick (5" away)

Milenna's Moves & Fatalities

Sai Throw: Hold High Punch (1 sec.) then release
Ball Attack: 2 x Back, Down, High Kick
Drop Kick: 2 x Forward, Low Kick

Fatality 1: (Sut Cutter): Forward, Back, Forward, Low Kick
Fatality 2: (Excruciating Kiss): 2 x Forward, High Kick

Johnny Cage's Moves & Fatalities

Field Goal Kick: Forward and High Kick (close)
Ball Breaker: Back and Low Punch, Block
Low Green Bolt: Quarter Circle Towards, Low Punch
High Green Bolt: Quarter Circle Away, High Punch

Shadow Uppercut: Back, Down, Back, High Punch
Shadow Kick: Back, Back, Forward, Low Kick
Fatality 1: (Torso Toss): 2 x Down, 2 x Forward, Low Punch
Fatality 2: (Head Launch): 2 x Forward, Down, Up (quickly)

Shang Tsung's Moves & Fatalities

Flaming Skulls 1: 2 x Back, High Punch
Flaming Skulls 2: 2 x Back, Forward, High Punch
Flaming Skulls 3: 2 x Back, 2 x Forward, High Punch
Fatality 1: (Soul Stealer): Hold Block, Up, Down, Up, Low Kick

Fatality 2: (Inner Experience): (1" away) Hold High Kick (2 sec.) then release
Friendship: (6" away) Hold Block, Back, Back, Down, Back, High Kick

Basic Combos

Jax: Memory Check-Gotcha Grab-Earthquake Punch
Cage: Backdoor Jump Kick-Shadow Kick
Kitana: Fan Lift-Jump-Punch-Fan Throw (in the air)
Kung Lao: Any Jump Kick-Flying Kick (all in the air)
Uli Kano: Jump Kick-Dragon Fireball (in the air)

Milenna: Backdoor Jump Kick-Ball Attack
Raiden: Jump Kick-Torpedo (in the air)
Reptile: Force Ball-2 High Punch Jabs-Venom Spit
Scorpion: Backdoor Jump Kick-Teleport Punch-Spear-Uppercut
Sub Zero: Backdoor Jump Kick-Ground Freeze-Uppercut

REVISION #1

BARAKA: Rebirth(16" away) hold block, 3x forward, high kick
CAGE: Rebirth(16" away) hold block, 3x back, high kick
KITANA: Pit & Ceiling Fatality: forward, down, forward, high kick
Friendship: (1" away) hold block, 3x down, up, low kick
MILENA: Pit & Ceiling Fatality: forward, down, forward, low kick
Rebirth(16" away) hold block, 3x down, high kick
Friendship: (6" away) hold block, 3x down, up, high kick
RAIDEN: Fatality+2: (close) hold low kick, release, tap block + low kick

REPTILE: Friendship: (6" away) hold block, 2x back, down, low kick
SCORPION: Fatality #2: (close) hold high punch, forward, down, 3x forward, release high punch
Friendship: (6" away) hold block, 2x back, down, high kick
SUBZERO: Friendship: (6" away) 2x back, down, low kick+high kick
SHANG TSUNG: Rebirth: (6" away) hold block, 2x back, forward, down, high kick

REVISION #2

CAGE: Fatality Bonus (multiple heads): 2x forward, down, up (quickly) then hold Down, low kick, block, and low punch
Pit & Ceiling Fatality: 3x down, high kick
LIU KANG: Rebirth: 2x down, forward, back, low kick
Friendship: 2x forward, 3x back, low kick
RAIDEN: Fatality#2 update: hold low kick(3 sec) release close

to opponent then tap block and low kick quickly
SCORPION: Fatality bonus(long distance toss): anywhere, hold block 2x down, 2x up, high punch
SUB ZERO: Friendship update: 2x back, down, high kick (only)

These moves and fatalities are the most up to date we could find and are current as of January 1994. As you may have already known, these lists are far from complete, for there are many more MK2 secrets that are yet to be discovered. Look for these lists to be updated in future issues of Game Fan -KLEE



MARTIAL CHAMPION

If there's one third party developer for the PC Engine that's full of pleasant surprises it's Konami. One of the more recent surprises would have to be Dracula X, a now legendary game that literally seemed to come from nowhere. Konami's latest Super CD game is a home translation of their popular coin-op one on one fighting game, Martial Champion, and because of its release so soon after its introduction in the arcades, we at Game Fan are again surprised. One of the things I first noticed in Martial Champion were the colorful graphics. It seems as though Konami has backed themselves into a corner by making benchmark graphics in Dracula X, so now great graphics are expected from all their releases, Martial Champion included....they do not disappoint. Although the graphics are (as expected) not as impressive as the arcade version of MC, all of the characters are well drawn and smoothly animated and the background locations also have



sharp, colorful graphics. Konami is known for their great music, and again they do not disappoint. All the cool tunes and most of digitized voices from the arcade have been transferred to the PC Engine version, so Konami's enviable track record is still intact. There are three different fighting modes in Martial Champion; Tournament mode- where one player can fight a computer opponent or another player can join in at anytime, VS mode-this one is a 2 player mode only, and Group Match-in this mode, two players pick 5 characters to be on their team(one is controlled by the player and the other 4 are computer controlled) the two teams then do battle against one

another to see which team is number one. All the moves are your basic half circle and charging motions, so everything is pretty instinctive.

All in all, MC is a solid arcade to home translation and is one that, unfortunately, will not make it to the Turbo Duo. If games like Street Fighter II, Dracula X and now Martial Champion were released in the United States, the Duo might have had a better chance of fighting the Genesis and SNES, but as it stands, we'll never know. - K.LEE



FM TOWNS MARTY

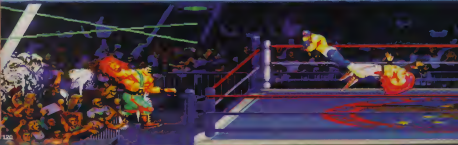
Marty is a powerful ally with the brains it takes to make "smart television" a reality. With Marty, you can experience a marvelous dimension in intelligent, interactive television performance.



SATURDAY NIGHT

SLAM MASTERS

Capcom's smash hit arcade wrestling game Muscle Bomber (also known as Saturday Night Slam Masters) has been released for the FM Towns-MARTY, and it has definitely landed with a significant impact. Since Capcom is not known for their wrestling games, Saturday Night Slam Masters came as a surprise to arcade gamers worldwide, so it is only fitting that its subsequent release on the FM Towns-MARTY was even more unexpected and without much fanfare. Despite that, Slam Masters was one of the more successful coin-op games of 1993, rocketing instantly into the monthly top 10 lists as far as earnings were concerned. After playing the arcade game, I came to the quick conclusion that Slam Masters was the best wrestling game I had ever seen, but I also realized that if a decent home console version was to be, then some excellent programming (and programmers) would be necessary. Turn the





MARTY on, plop in the CD, play the game for a few minutes and what did I get? Blown away, thats what I got. I never thought that the programmers at Capcom could do such a near perfect translation of the arcade game on a home system, but they succeeded. If you want to talk graphics, then take a quick peek of the screen shots on these two pages.....what was that I heard you say?.....not bad?.....yeah, I thought so.....not only are the graphics perfect, but the animation also duplicates the original.

As far as gameplay is concerned, I tell you, I have played the coin-op version extensively and except for playing the game on the joypads of the MARTY instead of the joysticks of the arcade, IT IS EXACT BABY!! The arcade Slam Masters is known for its amazing voice, sound FX and music, and here too the CD game delivers. All the voice is directly sampled from the arcade game as is all of the sound FX and some of the music. The only thing that is audibly different is the background music while your in the ring, and even then, its the same tunes, just done differently. Overall, this is the best arcade to home translation this side of a Neo-Geo game and yet another reason why the MARTY should be officially released in North America. -KLEE



JAPAN NOW!



Japan News Network

Wow! Finally, our biggest want, the Winter CES, is over. Thank you very much to all of you who stopped me at the show and congratulated me on Japan Now. I've had so many meetings with people from Japan, I couldn't check out everything at the show but, here's my info. from the WCES. First of all, our favorite software development house, **House of Tereza**, is making 3 games for this year. The first one that will come out is a side scroll action game and the second one is an Action RPG. The last one will be another side scroll action game like Gunstar Heroes. We hope we'll get more info. on these new games for the next issue. I guarantee I'll get you at least one screen shot.

Sega's **Saturn** is official. Here's pretty much the final spec's. of Saturn. There have been some minor changes and it is definitely a cart/CD combo. Even though Sega didn't officially announce the 32-bit Saturn for the American market, it seems like we'll be getting a lot more information from Japan next month.

Saturn Specs:

Game Format: CD-ROM and ROM Cartridge combined
CPU: "Mars" SH2 (Hitachi's 32 bit RISC chip / 50MIPS) x 2.
 "Sound" 68EC000 (Yamaha)
 24bit DSP built in.
DSP's:
Memory: Work RAM: 16Mbit
 Video RAM: 12Mbit
 Sound RAM: 4Mbit
 CD Buffer RAM: 4Mbit
 I/O ROM: 4Mbit
Graphics: 18,777,216 colors
 Palette 2,048 / 1,024 colors
 Polygon 100,000 polygons / sec.
 Effects: Flat Shading, Gouraud Shading, and Texture

Mapping:

Sprite: Scaling, Rotation, and Changeable Sprites
Back Ground Scroll: 5 screen max.
 4 screen of XY scroll
 4 screen of side line scroll
 4/2 screen of vertical cell scroll
 2 screens of rotation
 2 screens of scaling
 2 screens of windows

Sound:

PCM sound chip (32 bit)
 FM sound chip (8 bit)
 Less than 90,000 yen (\$500)
Options: MPEG

Saturn is the name of 6th planet in the solar system. Which means this system is the 6th Sega machine since SG-1000. Since Jupiter is the 5th planet, the MD or MCD should be the Jupiter, but we found out that Sega is planning to release a cheaper edition of the Saturn and it will be called **Perseus**. The difference between Saturn and Jupiter is that Jupiter will be cartridge based only and will have the same CPU that Saturn has, but one only. This machine will have the same sound chip too. I don't know about the price yet but it sounds like the Jupiter will be a really affordable 32-bit system. Release date for these systems is December 1994. The biggest moon of Saturn is Titan, so if Sega ever thinks about releasing another machine, I guess they would call it **Titan**!?

The CD drive will be double speed. It is slower than what they announced before but, since this system has its own CD-ROM processor, it will be as fast as 4x speed drive. Sega is still thinking about a re-writable CD. We haven't heard about the actual games yet but some companies have started developing games for the system already. The games I talked about in January were up on the big Sega TV wall at the CES though...pretty good, huh? One last thing on the Saturn system. It is so sad that, most likely, Japanese hardware and American Hardware will not be compatible. Sega recently started putting an ID checking system into the Genesis and Mega Drive. Now, they have decided that they will be putting the ID check into all new consoles released under the Sega label. Since a lot of companies have been releasing adapters for playing MD on Genesis and visa-versa, you probably shouldn't worry.

Sony's **PSX** was quiet at the show. There was an actual demo shown to 3rd parties and developers only at the Alexis Park Hotel. I haven't had a chance to see it yet but Ridge Racer (Namco) will be the first game. So far, announced 3rd parties for this system are Namco, Capcom, and Konami. I think, for Capcom, the first game will be SSF2 and, for Konami, a Gadius type of shooter. They haven't announced any titles yet but that's what I think. I've also heard Bandai will be making games for the PS-X. Bandai is popular as the maker of Dragon Ball Z and other Japanese animation games. As far as I know, most of the 3rd parties are willing to develop games for this system, except Enix and Square. There are a lot of other company's making RPGs, but I personally would love to see their RPG series(es) on the PS-X.

You may read about Nintendo's Project Reality in the Other Stuff section so I won't mention too much in this section. Mr. Yamauchi, the president of Nintendo of Japan, thinks that the cost of the RAM chip will be reduced by next year. That means 32 Meg cartridge games will be the same cost as regular 16 Meg cartridges. So, by the time Nintendo's 64-bit system comes out, 64 Meg or more cartridges will cost the same as a 16 Meg cartridge does now. Just imagine...**100 Meg Mega Mario**! on this system. I would freak out. At the show, I over heard that Mr. Miyamoto is programming **Snake** and **Zelda** for this system and most likely Mario will be the pack in with the system.

NEC's **FX** has no news at all, except they have 10 titles ready to release at the same time the system comes out. I really find it hard to believe that NEC is actually competing with those other systems, but maybe there are some awesome things about this system which NEC is still hiding from us.

Special K's Last Minute Information!

As you can see, IFC Mr. **Super SF2 Turbo** is going to be an addition to **Snake**, **Capcom**, **Gunstar** has not seen it yet, but it seems like it's really fast and the game play is really close to the regular SF2 Turbo. And another game that has been location tested is Sega's **Oxygene**. T.J., our International Editor, went to the biggest Sega arcade in the world, called **Glojo**, and they hooked him up to the huge new definition TV and were showing it to everybody. The only thing he told me was that the steering wheel is really heavy compared to other driving games. Personally, he liked Namco's Ridge Racer. The game's next game will be called **Dynamix Heady**. The main character looks like a smoothie and can throw his head in 8 ways. It's really nice and looks actual screen shots made by the game next month.

Since we had to cut down this section to one page for this issue, I cannot have Top 10 Most Wanted Japan this month. I will be doing JNN Interview and Top 10 Most Wanted again starting next issue, so please keep in touch and I thank all of you who have been sending letters to me. See you next month....Special K.



BY
THE HIPPER



Chaos Control

Welcome back for more on the coming and goings of the European games industry. As you'll see, besides the regular gossip and news, this month I tracked down Software Creations, who have created some great games over the years, most notably the brilliant but spectacularly delayed isometric adventure, Equinox on the SNES (complete with amazing music). But, as far as the rest of the industry goes, things certainly don't stand still for long here. For a start, this month saw many of the top developers from the UK attend a secret development conference. The topic for discussion...Sony's new PS-X! Yes, despite the lethal non-disclosure agreements surrounding Sony's incredible new system, UK developers are now foaming at the mouth in anticipation of this huge leap in graphic performance. One developer reckoned that, from what he'd seen, the PS-X makes 3DO look like an Atari VCS! Expect to see one of the first games from developers Paygonia. Since acquiring the Liverpool-based company early last year for a cool \$30 million, Sony have let the scousers loose on its PS-X hardware. An awesome shoot 'em up, for late '94 perhaps? Let's hope it's better than Microcosm, eh?

And now we come to the Jaguar. What happened, Atari? 50,000 anxious British gamers pinned their hopes on getting their grubby mitts on the promised console a month before Christmas. A week before Christmas, there were more Jaguars being spotted on the Yorkshire moors than in the shops! In actual fact, the number of official machines that entered the UK before Christmas was in the hundreds rather than the thousands. Spare a thought for the long-suffering English games player, eh? Sometimes imports are the only way to keep up...

As for Jaguar development... well, you might be interested to learn that Microprose has also subscribed to the Atari vision. First titles are rumoured to be Jaguar versions of Geoff Hammond's Formula 1 Grand Prix and Stunt Car Racer - arguably the best racing games ever written. Either way, things are certainly looking up. Oh yesh, and Microprose are also developing a Mega Drive version of F1 GP. But how will it handle all those polygons, then? With the SVP, that's how. Yep, it may be expensive, alright, but Microprose reckon Sega's DSP chip is the the only way to do justice to such graphically demanding games. But £80 a throw like Virtua Racing?... let's hope not, eh?

Across the water in France, some of the talented development team at Delphine in Paris (responsible for Another World and Flashback) broke away to work for the well-respected French company, Infogrames. The result? The stunning, but short-lived 3D action/adventure, Alone In The Dark on the PC. And it seems my Gallic chums there have been tempted by the stunning specs of the Atari Jaguar. First title to grace the feline is set to be, surprise, surprise, Alone In The Dark. Now, if only they could squeeze in the astonishing sequel onto the same cart... er, well, maybe not. Also, in the works at Infogrames are

the 3DO and Mega CD versions of Chaos Control - a Silphied-style shoot 'em up with some truly unbelievable graphics and exceptional music.

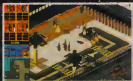
On the Super NES front, things aren't slacking either. Newcomers Hybrid are busy working on converting the seminal computer classics Elite and Virus over onto the 16 bit system. And with such polygon-intensive graphics, the biggest surprise has to be that they're not using the Super FX chip for either of the games! Both games are currently shrouded in secrecy but, according to an inside source, the programmers have managed to get Elite running at 25 frames per second and in Mode 6 (hi-res) too! Now that does sound impressive, even if the game is getting on a tad...

Look out for Bullfrog's fantastic Syndicate and Sensible Software's utterly splendid Cannon Fodder appearing on your SNES and Mega Drive this year. Both games will use the mouse and, take it from me, the shoot 'em up just doesn't get much more fun than this! Both are destined to become classics.

Finally, it looks like Project Reality just got a whole lot more interesting. Rumours suggest that the Big N has contracted UK developers Argonaut (of Super FX fame) to develop sophisticated 32-bit graphics hardware. Could this be a part of Project Reality? Or are Nintendo simply hedging their bets with the Silicon Graphics hardware in light of Sony's announcements? Make of it what you will...



Cannon Fodder



Syndicate



Chaos Control



Welcome to the industries number one information section, Other Stuff. For starters' lets start talking about about **Project Reality**... At the recent Winter CES, behind closed doors, the president of Silicon Graphics, Jim Clark, answered some of our many questions. The first was: Do you feel that the Saturn or Sony PSX could be compared to Nintendo's PR system? His answer was: "The only way Sega's hardware or Sony's hardware could best us is if they had our technology, that's the only possible way to compete with us. How can Sega and Sony compete with old technology which has been sitting on a shelf for as long as a year? Nintendo's system uses technology that is true 64 bit and is a custom version of the worlds most powerful CPU ever". The second question was: Is it true that Project Reality is more powerful than 4-486 machines? His answer was, "that question, if true, would be the understatement of the year" The last question was, Is it true that Sega was offered the PR hardware before Nintendo? His answer was yes, this is what happened. "About a year ago we offered Sega our hardware and they asked for exclusively. We thought about it then later went to Nintendo. They agreed to buy the hardware only if they could have the exclusive rights. We thought about it and finally agreed, because Nintendo was bigger, and we felt would sell more hardware units than Sega". Other things Jim Clark said was that Project Reality is ahead of schedule (about 6 months) and that final specs would be released in march, and that third party support would also be announced in march. The arcade version is still on schedule for an October/November release '94 and the home version will see a simultaneous release in Japan and America in September of '95. The PR system is a cartridge based system, the CD drive will be released in 1995. Speaking of Nintendo, inside sources have told us that at the June CES in Chicago, Nintendo will be showing about three SNES games that will look as good as 32 bit, but how?

in Sega news...

As you probably know by now the Saturn was shown on the big screen in Vegas at the WCES. After my legs stopped wobbling as I feasted on those beautiful graphics, I heard the guy on the screen say, "It will be out this fall in Japan...**Saturn**" Later I heard that there will be only a two month gap between the import and US release. That means by this time next year we should be holding the controllers...Joy. In the meantime 16 bit is still alive and very well and gearing up for the best year ever. During the festivities in Las Vegas (a terrible place to visit, old folks carry around 20lb. cans of quarters like a pen-handlers convention while the whole gaudy place moans chingle-changle) I had a chance to meet some people that I have idolized for a long time. The team at Core, including: Jeremy Smith, Jason Gee, Bob Churchill, Chris Long, Guy Miller, Richard Barclay, Sharon Gordon and my new buddy Susan Lusty. First of all, these are great guys with a great attitude, they will never sell us out. I can see why their games are so great. We all sat down, cracked some Diet Pepsi's (oooh the hard stuff) and had a little chat, gamer to producer. After I finally got over the fact that there will not be a Wonder Dog sequel in the near future, I did learn that after Soulstar, Battlecorps and **Chuck Reddy**, (which I predict will be the best Sega CD racing game ever created) Core will begin working on the Saturn and probably the PS-X...not Project Reality. I also talked with David Perry, a good friend and one of the best programmers in the world. Drives new Co., Shiny Entertainment (who we will get a big story on ASAP) has grown into a sizeable team brimming with talent and they are also looking forward to working on the Saturn. Gamearts and Treasure (the two best developers in Japan) were walking around with Kel, and they told him they will also be working on the Saturn... soon. So, at this time I don't care who's hardware can render the best kitchen sink, it looks like Sega will jump out ahead in the 32-bit arena. They have the tools and the talent. Rumor has it that Sonic may not be the flagship game for the Saturn. Instead a new Super character may arise...I wonder who's working on that one?

Now lets get into games...

Mortal Kombat 2 has started development for SNES and Genesis and both should be 24meg carts. Blood will be included (via code) in the Sega version. Nintendo's will stay dry, expect a septamberg release on both. **Super Street Fighter 2** will be at the June show with a July/August release for SNES and the Genesis version should follow closely. Both of these carts should be 24meg or maybe 32meg, and the home versions of Super SF2, will both have stars just like the home versions of Turbo. Takara has some really stuff for the end of '94, Samurai showdown will be a 4th quarter release and will be 24meg or higher. Fatal Fury Special will also be released around the same time and will be 24 meg or higher and, there last big Neo Geo translation for 94 will be World Heroes 2. Atlus is also bringing their fighting game in October of '94, Power Instinct is coming to SNES and Genesis! Expect these titles to be around 24meg, both should be close to their arcade counterparts.

Here's some last minute info that just came in: **Lobo**, the king of comic book carnage, is coming to the SNES via Ocean. **Cuties Three** for the Genesis is underway and the project is being headed by Konami's lead programmer, so get ready for another dream game. Two **Batman Animated** series games are coming. One on the SNES which is being animated by the actual TV series team and, one on the Sega CD is also rumored. Rocket Knight is also on his way to the SNES. **Billy Midway** may start publishing their own home based video games and the Neo-Geo arcade hardware will get a facelift this year to 32-bit. Here's one I just heard but find hard to believe (don't hold me to this one, if it's true I'll tell you next month) ...Street Fighter 2 Legends for the 3DO. Yea, all the varelans on one CD by the end of the year. Well, I'll tell you one thing. SF2 is proven to move hardware, if I was over at the 3DO think tank (if they have one) that's what I'd do. Oh, I almost forgot, Arnolds new movie is called **"True Lies"**, Total Recall...True Lies, Sequel? Maybe Arnold is waking up. I'm telling you, I cannot change any more diapers! I must make a big block busta sequel! Until next month then, this has been Other Stuff.

WCES '98

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Hey you, I'm the Postmeister here to answer all your questions, no matter what you want to ask me. Ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail... Cuz I'm **64-bit**!!

Dear Postmeister,

I was curious as to why, when you print the size of a video game's memory, you say the cartridges are 8 meg, 16 meg, 144 meg (World Heroes 2), etc. But, if they are on a CD medium, you (and everyone else) just print CD-RDM. I mean, the game could conceivably take up only .05 meg and be on CD. How come you can't find out and say the size of the game? I would really like to know how much memory these games take up. I'm sure there are others who would like to know also.

Sincerely Loco,
Jonny "Q-Man" Derolaki
Oranville, OH

Dear Jonny-Q,

First of all, you're missing an "M" on your keyboard. And, as for your address, I don't know about other disgruntled carriers for our fine US Postal Service, but I'd have a seriously difficult time finding Oranville, OH (that's OK, I suppose Ed McIlroy and Dick Clark are probably wandering around in circles as well)...on to the business at hand. The reason we, and other publications, don't print the meg size for CD titles is that it is unnecessary. The reason that the game publishers and the media give out meg size in a cartridge based game is so that the consumer can judge the gaming value that he is getting. It obviously costs more to manufacture a 16 meg game than an 8 meg title (this is directly tied to the cost of RAM). With a CD game, it is an entirely different story. The CD can store a minimum of 540 Megabytes of data (cartridge based games are based on megabits, there are 8 megabits in one Megabyte) which is roughly equal to 4,320 megabits. Whether the game uses 3 Megabytes of the CD or all 540, the manufacturing costs are the same. The design development costs will differ depending on the size, length and complexity of the title. Our review of the game will let you know whether or not the space has been put to effective use, so knowing the EXACT size of CD game is of little help in determining the entertainment value of the product.

Dear Postmeister,

I want to say that I REALLY think that you guys at DieHard GameFan have the most hype gaming mag in publication! Now, down

to biz! Where in the world does Nintendo get off on saying that they'll have a super-hyper-whatcha-whatver by 1995!? Do they really think that I, or anyone else, will wait 1-1/2 to 2 years for more weapons (remember the Nintendo CD boys and girls)? Especially when there is a 64-bit Atari Jaguar out there in game-land, kickin' butt and taking names. Also, I want to know if Atari is getting any of that BIG NAME 3rd party support that the other systems have? Well, regardless of that, I will be the proud owner of an Atari Jaguar-Come on and get real people, 64-bit for around \$250? YOU CAN'T GO WRONG! Also, will Star Runner and Space Lords come out for the Jag? Well, either way, I am sold already! By the way, I loved the pic of Crash & Burn in issue #11 but, for \$695, I didn't love it enough to buy a 3DO! Who does? As for the 3DO, for the mainstream, I think that the price tag is way too high. By the way guys, thanks for being out there for me...just your average DieHard GameFan.

Yours Truly,
Keith Strickland
A Military Guy Stationed in Europe

Dear Military Guy,

Your letter brings up a few interesting points about the current status of the world of electronic entertainment, having just returned from WCES in Las Vegas, we too have a great interest in the future and the next generation systems...Let me answer your points and questions by looking at them system by system.

Project Reality: Nintendo did have a small block dedicated to this system at the show, but it was nothing more than a technology tease being driven by an SGI workstation. The spec's aren't final, no games have been announced and there are questions as to Nintendo's ability to pull a mass market price out of the SGI chip set (this may be the answer to why wait until '95). In fact, when judging interest by the size of the crowd, you could have rolled a bowling ball through the PR area and not have hit anyone, as opposed to Sega's video wall, featuring an actual shot of the FINISHED Saturn hardware, as well as some incredible demo's on what look to be the Saturn's initial releases. The crowds in Sega's area were HUGE. Our feeling, at this point in time, is that, by the time PR sees the light of day, Sega and Atari may have already

claimed the majority of mass-market 32-bit sales and Nintendo could possibly be looking at an even smaller market share than it is maintaining in 16-bit.

Jaguar: Atari had an excellent show and, although the games have been slow to come (remember, national release of the system is not until the end of January), consumer and, now, developer interest in the system is straining upward. Atari was signing up many of the major developers at the show, including Accolade, Virgin, Microprose, Tradewest, Ocean, Argonaut, US Gold and Interplay, and rumors were flying that Accolade, Bethesda Software and many other 'majors' were seriously looking at the cat. Tempest 2000, Alien vs. Predator and Checkered Flag 2 are truly next generation games and the future for Atari's super system gets brighter by the day. As for Star Runner and Space Lords, these titles were not announced at the show, but you can bet that Atari will have them on their release list some time in the near future.

3DO: I think that what the 3DO Company is trying to do is to establish a new tier in the marketplace. With almost no software available during the Christmas season, hardware sales were slower than expected. Now that the software is coming (Total Eclipse, Lemmings and Monster Manor have been released and Madden, Star Trek, Out of This World, PGA Tour Golf, Pebble Beach Golf, Jurassic Park, The Herd, Who Shot Johnny Rock, Super Wing Commander, Mega Race, Twisted and Road Rash are coming in the next 60 days), hardware sales should pick up. We expect that the major following for 3DO will come from the adult PC gamer and that, as the price comes down, it will become more desirable to the mainstream gamer.

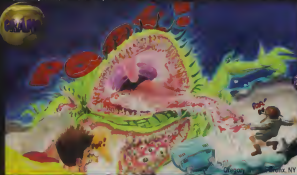
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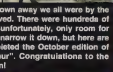
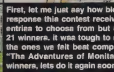
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First, let me just say how blown away we all were by the response this contest received. There were hundreds of entries to choose from but unfortunately, only room for 21 winners. It was tough to narrow it down, but here are the ones we felt best completed the October edition of "The Adventures of Montaur". Congratulations to the winners, lets do it again soon!

Postmeister, I've just heard some disturbing news! There are still some gamers who have not yet subscribed! And you know what that means....

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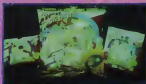
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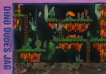
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100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200
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To Sell Cartridges

1. On a full-page advertisement, reference name, company address, phone number, and e-mail is all the language with the top two-thirds of the ad.

To Buy Cartridges

1. Create a list of names with your home telephone number and a list of the companies you would like to call to spend processing at your office. Get the information for each by the following:

- 1. Call the firm for the companies you wish to make contacts with. I have a list of 1000 in the Yellow Pages. If it is not available, find them. (20%) Double-check the spelling of names. (20%) Make sure you have the correct address. (20%) Make sure you have the correct phone number. (20%)

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GENESIS ADVENTURE

[illegible]

**GENESIS
RPG**

[illegible]

GENESIS STRATEGY

[illegible]

GENESIS IMMULATION

[illegible]

**GENESIS
SPORTS**

	Men	Women
World Cup Golf	\$68.00	\$38.00
World Cup of the Boat	\$49.00	-
Hull Hearty	\$89.00	-
vs. Blazers	\$90.00	-
vs. Lakers	\$90.00	-
Bowling	\$43.90	-
Old Pro Golf	\$49.00	-
Baseball	\$49.00	-
Cup Tennis	\$70.00	-
Golfball CO.	\$49.00	-
Football	\$69.00	-
Football CO.	\$49.00	-
Champions	\$90.00	-
Tennis	\$49.00	-
Tennis	\$49.00	-

GENESIS FIGHTER

Category	Value
1. Category 1	100%
2. Category 2	100%
3. Category 3	100%
4. Category 4	100%
5. Category 5	100%
6. Category 6	100%
7. Category 7	100%
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95. Category 95	100%
96. Category 96	100%
97. Category 97	100%
98. Category 98	100%
99. Category 99	100%
100. Category 100	100%

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... ..	\$7.00
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WILD THING



Disney's
Beauty
AND THE BEAST

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